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THE UNFAIR ADVANTAGE



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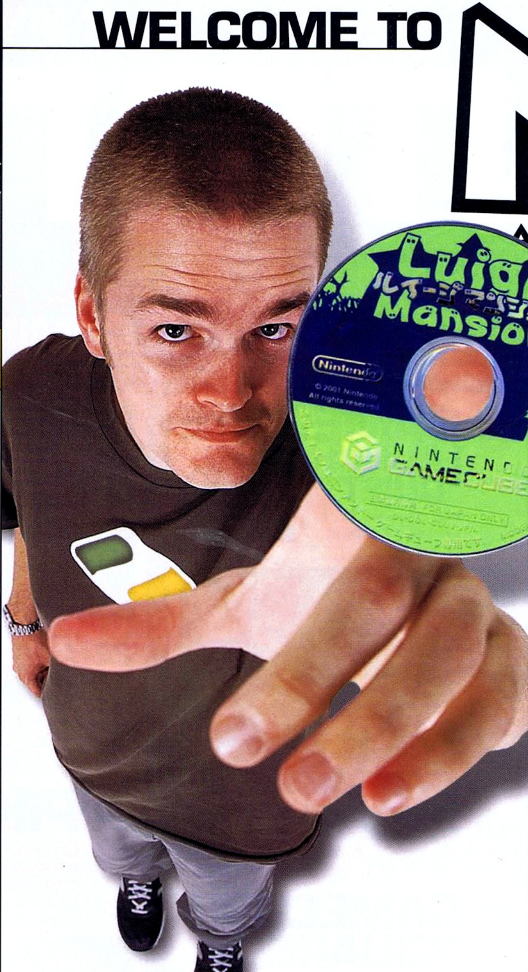
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Thursday 15th November
To find out why it's going to be fantastic, jump to


p62

WELCOME TO NGC MAGAZINE



So, how are we doing? Very nicely, according to you lot. Following the premier issue of **NGC**, we were inundated with emails and text messages congratulating us on a job well done. Even a Nintendo UK representative gave us a call – although that might have been because we'd managed to get hold of a Japanese Gamecube a week before they did. Arf!

Gamecube is here!

And what a machine Gamecube is. Dinkier than you can possibly imagine, more powerful than anyone has yet given it credit for, and home – already – to three staggering games. *Luigi's Mansion*, *Wave Race* and *Monkey Ball* are works of genius, and supreme examples of game design over everything else. We've got more on all three, starting on page 28. Twenty-four pages more, in fact – our biggest reviews section for yonks. Oh, and remember, we're the only Nintendo magazine in the UK who can give you a proper, official verdict on Gamecube's line-up. And don't worry, we've set aside some secrets for the UK versions too, so even though we've turned the three launch games inside out and upside down, they'll be plenty more to discover next Spring.

Lotsa Luigis

There's plenty more for you this issue – but this month has turned out to be much more about *you* bringing stuff to *us*. We've had a frankly ridiculous response to our competition in **NGC**/59, where we asked you to design a 3D Luigi from whatever materials you fancied. We've had clay Luigis, papier mâché Luigis, five-foot high Luigis, glass Luigis – and, in one unfortunate case, a Luigi which, thanks to careless Post Office staff, reached us as six flattened slabs of mouldy pastry. Thanks to everyone who sent us a model – we'll be picking our way through the mountain of as-yet-unopened cardboard boxes and announcing a winner next issue. Hopefully we'll find Alan somewhere in there, too.

Tim Weaver
EDITOR

JUST LOOK WHAT WE'VE GOT FOR YOU THIS MONTH!



OUR PROMISE TO YOU

Because we're not tied to Nintendo, only NGC can deliver the most reliable news and reviews first. We answer to no-one except you, the reader, which is why we promise you can trust what you read – every single issue.

NGC THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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SPECIAL INVESTIGATION



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NGC ARENA 26

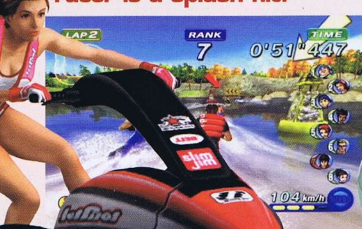


The latest games reviewed!

GAMECUBE LAUNCH SPECIAL!









First pics of the slice-'em-up that has a whole lotta soul!



Once your enemy is down, you can continue pummeling and battering your fallen foe. Nice.

The special effects always made SC a joy to watch.

INFO BURST

SOUL CALIBUR 2	
DEVELOPER:	Namco
PUBLISHER:	Namco
HOW MANY PLAYERS:	1/2
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	TBA

ANTICIPATION RATING

Calibur's unique brand of battling has always been the best.

CALIBUR 2

Slash 'n' burn

Anyone who owns a Dreamcast will tell you that *Soul Calibur* laughs in the faces of its fellow 3D fighters. Maybe it's the superbly balanced mix of hulking great mallet-wielding giants and light-footed ninja-vixens. Maybe it's the intuitive fighting system. It may even be the slick special effects and jaw-dropping visuals. But for us, it has to be the ability to dish out humiliating 'afters' while your foe lies defenceless on the floor.

Character assassination

Whatever your reason for liking Namco's superb weapons-based fighting series, one thing's for certain – you can bet your life that the coders are already beefing things up for the latest sequel on GC. Judging from what we've seen so far, Namco are already making some promising enhancements. Firstly, the arenas are now far more interactive, losing the free-floating squares of past instalments. Instead, you'll be fighting it out in beautifully-textured castle courtyards and feudal Japanese dojos, using walls, pillars and any other scenery to your advantage.

As for characters, Mitsurugi, Taki, Siegfried and co will still be available, while new fighters – such as Sophitia's little sister Cassandra – will join the roster of 20 battlers. Naturally, you can expect superbly detailed character animation, costumes and weapons, and those all-important special effects – like the glowing weapon traces and white-hot contact sparks we've all grown to love to bits.

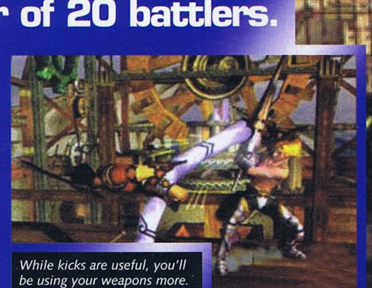
Slim percentage

Details are a little thin on the ground, but we're hoping the story-driven trials and art galleries will all make it into the GC version – although being only 30 per cent complete, it's impossible to tell right now. But keep this in mind – 30 per cent, and it's looking this good already? You 'do the math'. NGC

New characters – such as Sophitia's sister Cassandra – will join a roster of 20 battlers.

Expect Namco to come up with some stunning scenery.

Big boys Astaroth, Nightmare and Rock are capable of KOs with just a few hits.



While kicks are useful, you'll be using your weapons more.





Most Zelda GC haters cite this wink as the main evidence that Shigsy's lost it.



Hanging from the chandelier to avoid Moblins, eh? Link's gone all James Bond on us for this one.

THE LEGEND OF ZELDA

A Link to the future

INFO BURST	
THE LEGEND OF ZELDA	
DEVELOPER:	Nintendo
PUBLISHER:	Nintendo
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	TBA
NUMBER OF DISCS:	1
GBA LINK-UP:	TBA
WHEN'S IT OUT?	
US: TBA / UK: TBA / JAPAN: 2002	
ANTICIPATION RATING	5

And so the *Zelda* backlash rumbles on. You need only turn to page 85 for a glimpse of the boiling-hot debate that Nintendo's sudden change of direction has prompted – and a sense that the majority's opinion of the new cartoony look is, in so many words, "Get rid of it!"

Which is a shame. Because the cel-shaded visuals that Shigsy's plumped for offer not only a startlingly original look, but also a guarantee that *Zelda GC* will incorporate as many fresh ideas, ground-breaking set-pieces and innovative moments as the rest of the long-running series put together. Just look at the screens for glimpses of Link stealthily tip-toeing behind foes, exploiting scenery to escape a pasting, and somersaulting over enemies and stabbing them in the face, all in one smooth movement. Nice, eh?

It certainly sounds better than just a fancier-looking *Ocarina of Time*. And yet Nintendo aren't binning all the features you fell in love with during the N64's two *Zelda* titles. Items are still assigned to different buttons, the maps are as sprawling as ever, and even combat seems largely unaltered. The dreamy Z-targeting system returns, with sword-plunging activated with the old A button – but the animation has to be seen to be believed, as Moblins spend every fight swiping, leaping, tumbling and even *laughing*. 'Living cartoon' barely begins to describe the astonishing sights to be taken in here.

Nintendo aren't binning all the features you fell in love with during the N64 *Zelda* games.

Whether *Zelda GC is* a Gamecube rehash of the original *Legend of Zelda* on NES is another matter of contention – hopefully, we'll have more lovely screenshots and another dollop of info for you in the very next issue. In the meantime – stop moaning! NGC



So you think Luigi's Mansion represents the pinnacle of 'living cartoons'? You're wrong.

Yes, it's cartoony, but the forest in the back proves that your eyes will still be popping.

In three seconds, these fellas will be toppling towards an untimely death. Ha!

Fancy lighting effects? Yes, please. Shigsy just can't help showing off with such frippery.

There's a whole range of new moves at Link's disposal. Seeing off these two will be a cinch.



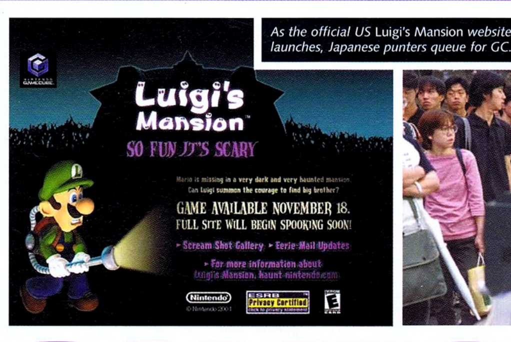
The best news from the biggest sources – every month

NEWSDESK

P12 EVIL TAKES UP RESIDENCY ON GAMECUBE *Shigsy bags the next-gen Zombie-o-rama for GC. AGgagaAgH! BRaaAAINS!*

P13 GAMECUBE SQUARED? *Are Square bringing Final Fantasy back to the Nintendo fold?*

P16 1080° WIPED OUT? *Amid rumours of developer in-fighting, 1080° 2 gets chucked into the attic...*



As the official US Luigi's Mansion website launches, Japanese punters queue for GC.





GAMECUBE LAUNCH "QUIET"

Terrorists and lack of Mario blamed for muted release day.



By Mark Green

Nintendo's long-awaited and oft-delayed Gamecube has finally been launched in Japan, to an unusually muted reception, attributed to factors ranging from weak marketing to the terrorist atrocities in New York and Washington.

The launch, on September 14th, saw 174,856 Gamecubes sold out of 450,000 delivered to stores, along with 178,352 copies of the three launch games – roughly one for every console sold. Queues in Akihabara, Tokyo's sprawling electronics district, were small, failing to match the hordes of eager punters that queued around the clock to be the first to buy Game Boy Advance earlier this year.

Cubic feat

But all the signs point to Gamecube gathering pace in the days and weeks following the launch. Nintendo's share price rose immediately after Gamecube's appearance on Japanese shelves, and sales were reported to be picking up as more locals became aware of the machine's launch. Retailers in Tokyo, too, were upbeat, with a major Japanese supermarket chain revealing they had sold 80 per cent of their initial batch of Gamecubes, and stores demanding more machines and joypads from The Big N.

Analysts pointed to the World Trade Center attacks as among the reasons for the slow start, as people "might not have been in the mood" for games in the aftermath. Most of the blame, though, is likely to lie with the launch line-up – Gamecube is the first Nintendo console to launch without a new Mario game, and the distant promise of *Mario Sunshine* in summer and *Zelda* in Christmas 2002 hasn't been quite enough to get Japanese gamers running down to the shops. As it was, *Luigi's Mansion* proved to be the best-selling launch title, with 137,677 copies sold.

Xbox out of the equation?

Initially, the terrorist attacks in the US raised a question mark over Gamecube's stateside launch, still scheduled for 18th November. Gary Gabelhouse, of market tracking company Fairfield Research, told USA Today that "In the short term, people are taking some time away from gaming, as well as a lot of other entertainment venues, to be online or watching the news."

But demand for Gamecube actually *increased* towards the end of September, bolstered in part by Microsoft delaying Xbox's US launch by one week to November 15th, and admitting they're unlikely to have even 600,000 of their bulky machines ready for that date. Leading US stores – including the famous Wal-Mart, owners



Early morning in Akihabara, and a host of people anxious to get their mitts on Gamecube.

WHAT THE ANALYSTS SAY

Market watchers respond to Gamecube's Japanese launch.

"Launching Gamecube with Luigi as the star is akin to using Stephen Baldwin as a marquee actor in a blockbuster movie. People know the name; but they are more likely to buy tickets to see his brother."
Steven Kent, MSNBC

"People frankly might not have been in the mood. [The terrorist attacks] had repercussions throughout the world, and the Gamecube's launch didn't generate the excitement you'd expect."
Schelley Olhava, IDC

"Japan used a much more mellow marketing approach. It's a solid launch, not a record breaker, but you have to look at the circumstances. Japan is in a recession and has been for a long time."
Perrin Kaplan, Nintendo





Until Zelda GC and Mario Sunshine arrive, Gamecube will be lacking in 'killer apps'.





of UK supermarket chain Asda – have asked Nintendo to up the number of GCs made ready for launch from the current 700,000, although that would prove "impossible" according to Nintendo of Japan director Hiroshi Imanishi.

Ad-ing it up

In response to criticism of their lack of Gamecube advertising, Nintendo of America are now pushing ahead with a blistering marketing campaign for their little game box – which will be available in both purple and jet black from day one. Cinema advertisements will run alongside Harry Potter and the Sorceror's Stone and The Lord of the Rings, 10,000 demo machines will be placed in game shops, and every can and bottle of Dr Pepper in the country will have Gamecube's logo stamped on it. A 'Nintendo Cube Club' tour kicked off on September 28th, bringing playable Gamecubes and "DJs spinning music" to 12 of America's biggest cities. Official websites – including www.nintendogamecube.com and www.luigismansion.com – are also now open for business.

European marketing, however, is non-existent – and even this close to the machine's US launch, there's still no word on a release date for this little continent of ours. For more on Nintendo's attitude to Europe and the UK, see our in-depth report on page 14. NGC

SHORT CUTS



NINTENDO GYRATE

Nintendo of Japan have bought two product patents from Gyration Inc., a US company which manufactures 'interactive controllers'. The twin patents deal with "tracking human motion and translating it into movement of computer graphics," and should allow Nintendo to extend the tilting technology they're currently using in *Kirby's Tilt 'n' Tumble*. Gyration claim their technology is best for moving on-screen crosshairs, making it ideal for "first-person shooters and action games." Intriguing. **MG**

FROM TOKYO TO YOU

October 12th heralds the start of the three-day, twice-yearly Tokyo Game Show, with Japanese games companies showing off their wares to all-comers. All manner of Gamecube loveliness should be in attendance – and

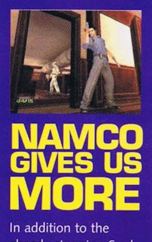


From Software have confirmed that both their RPG *Rune* (last playable at Nintendo's Spaceworld show) and the previously unseen *Gold Star Mountain* will be on display. We'll bring back all the news, just for you. **MG**



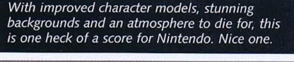
PIKMIN DELAY

Nintendo announced this month that Miyamoto's gardening-inspired real-time strategy has had its release date pushed back a couple of weeks stateside. Nintendo gave no reason for the slip and it wasn't mirrored in Japan, so we can only assume that there are difficulties with the localisation of the title. *Pikmin* should be in stores across the US on the 3rd of December. **GE**



NAMCO GIVES US MORE

In addition to the already stunning *Soul Calibur 2* and Ridge Racer, one of the most prolific coin-op creators in Japan have promised to bring even more of their titles to Gamecube. Currently in the works are *Dead to Rights*, a third-person action game, an insane arcade racer called *Smashing Drive* (it's a bit like Midway's *Rush* series) and a conversion of the highly acclaimed platformer, *Klonoa 2*. We'll have shots and details over the coming months. **GE**


With improved character models, stunning backgrounds and an atmosphere to die for, this is one heck of a score for Nintendo. Nice one.







Two of the gaming world's hottest properties shake on it.

EVIL TAKES UP RESIDENCY ON GAMECUBE

Capcom and Nintendo bring survival horror classics to Gamecube exclusively.


Rival consoles take note – You'll never see this one again.

Amid the endless moaning about Zelda 'looking all babyish' and Gamecube being 'just for kiddies' and 'lacking third-party support,' critics were suddenly left red-faced and forced to eat their own words this month.

In what must surely have felt like a vicious jab in the eye for Sony executives, Capcom and Nintendo announced that not only will the highly anticipated *Resident Evil 4* be appearing on Gamecube, but so too will every other *Resident Evil* – bar godawful *House of the Dead*-style shooter *Resident Evil: Survivor*. Sony's pain is Gamecube's gain, and after a quick appraisal of Capcom's plans for their hugely popular *Resi* series, you'll see why.

Original sin

Firstly, Capcom are totally revamping and redesigning the original *Resident Evil* exclusively for Gamecube (turn to page 18 for full details). They will also update both *Resi 2*, *Nemesis* and *Code Veronica,* again exclusively for Gamecube, and while they won't receive as severe an overhaul as the original, they will be tweaked and polished until they demonstrate significant improvements over their predecessors.

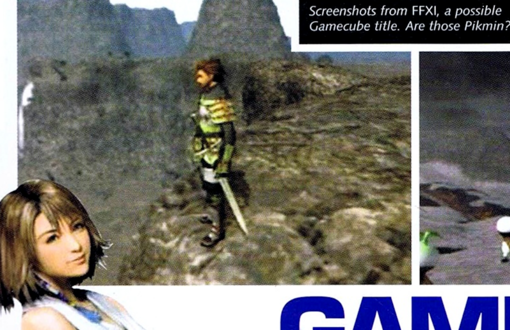
Lastly, two all new instalments – *Resident Evil Zero* and *Resident Evil 4* – also Gamecube *exclusives* – will follow once the first four games have been completed.

A beautiful friendship...

This a *massive* step forward for Nintendo – who have desperately been trying to widen their demographic – in what is a dramatic coup not only for the Gamecube, but for the company as a whole. So, why the sudden change of heart? And more to the point, why re-release old games?

Well, a couple of reasons. As Shinji Mikami – creator of the *Resi* series – puts it, "*Biohazard* has slowly moved away from its origin of horror. What our users have supported over the years was this feeling of horror. After much thought, we have decided to return to the beginning and start from [*Resident Evil 1*] once again". As far as the exclusivity to Gamecube is concerned, Mikami had this to say: "We don't want to force our users to buy many systems to play the *Biohazard* games, so we've decided to focus on the one console: Gamecube."

Here's hoping that the Capcom/Nintendo relationship continues to grow. As usual, more news and shots as and when we get them. **GE**





Screenshots from FFXI, a possible Gamecube title. Are those Pikmin?

GAMECUBE SQUARED

Are *Final Fantasy*'s creators running back to Nintendo?

It's been a dream among Nintendo fans for years, but it might just be about to come true. Rumours are gathering pace that Square, the behemoth behind the *Final Fantasy* series, are about to commit to Nintendo.

Early rumours suggested that Square would reveal plans to develop *Final Fantasy XI* as a Nintendo exclusive in a press conference on September 24th. It didn't happen – but there are still strong rumours that the Tokyo Game Show, scheduled for 12th October, will be the venue for a groundbreaking joint announcement.

Square deal

Square have made no secret of their love of Nintendo's newest consoles. *Final Fantasy* character designer Tetsuya Nomura recently offered "huge praise for both the Gamecube and Game Boy Advance. If there is any chance to work on them, I may go for it." But Nintendo president Hiroshi Yamauchi – still smarting from Square ditching Nintendo back in 1996 – has been resistant. "We do not have a contract with Square, and do not plan to even consider one in the future," he blasted in January.

Square defected to Sony after Nintendo announced their intention to stick with cartridges for the N64 – and took their hugely successful *Final Fantasy* series with them, claiming it was too big to fit on a cart.

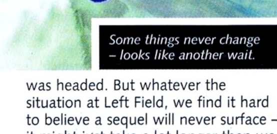
Announcement or not, *Final Fantasy XI* is already planned for "all platforms", raising the possibility that we'll see it on Gamecube. However, the *Resident Evil* news makes it unlikely that such a earth-shuddering press conference would be easily predicted by anyone. **MG**

1080° WIPED OUT?

We certainly hope not, but industry insiders have let slip that Left Field's highly anticipated snowboarding sequel may well have been shelved for an undisclosed period – perhaps indefinitely.

Although no real reasons were offered for the setback, we suspect that it will only be scrapped in the form that it took at Spaceworld, and restarted.

If rumours are true, there has been some internal disagreement about the direction in which *1080° 2* was headed. But whatever the situation at Left Field, we find it hard to believe a sequel will never surface – it might just take a lot longer than we initially hoped. Shame. **GE**



Some things never change – looks like another wait.



TONY HAWK'S CONFIRMED

Activision have released the first shot of *Tony Hawk's Pro Skater 3* for Gamecube, due for a Christmas release in the US. American developer Neversoft will be handling the conversion from PS2 to GC, and are claiming the Nintendo version will be faster, better-looking and packed with more special effects than its Sony-based counterpart. More screens and info next month. **MG**

STATE OF PLAY

WITH GERAINT EVANS

September proved to be something of an emotional mixed bag. In amongst the office's excitement about getting our hands on Gamecube, proceedings were unfortunately overshadowed by the terrorist attacks in America.

It's a little too easy – and mawkish – to pinpoint how frivolous the games industry seems in light of these terrible events. At the same time, it's tempting to launch into the moral implications of playing games involving terrorists and armed combat – but doing so would not only be patronising, but an exercise in hypocrisy on our part. We intend to do neither here.

However, it'd be foolish not to at least recognise the impact the terrorist attacks are having on the industry. Take Sega's *Propeller Arena* (a flight combat sim). Due to be released this month, it was delayed until January 2002 – the main reason being, if the player so chose, the events of the 11th September could be imitated. A prudent mark of respect from Sega, then – but numerous incidents of delays and slightly edited content (we doubt *Resi Zero*'s mid-air zombie blasting will survive) won't seriously affect the gaming community.

Perhaps, though, the predicted economic backlash will. With the global economy experiencing a slump and consumer spending expected to slow down, there's been a great deal of discussion as to whether Gamecube will be delayed through lack of interest. This I doubt. Most people seek to take their minds off current affairs, and it's hard to see gamers losing their appetite for escapism, or being dissuaded from purchasing something that many have been looking forward to for well over 12 months now.

Still, it's very difficult to tell how Gamecube will be received in the States. With the Japanese launch being so quiet, and the terrorist attacks being touted as a cause for slow sales, it's hard to see how US sales *won't* be affected. But with Nintendo's new machine less than a month away from launch in the States, we don't have very long to find out how it fares.

Analysis of the issues that matter

NEWS PLUS

THE WAITING GAME

As Gamecube arrives in Japan and gears up for its US launch, Europe doesn't even have a release date. Mark Green asks: when can Europe come and play?

More than one journalist managed to videotape the press conference Nintendo held in London this September. And the tapes they came back with contained something interesting – a very audible groan after Nintendo director Satoru Iwata revealed that Europe's Gamecube release date would remain a vague 'Spring 2002'.

It must have shaken Iwata, the head of a company that's more used to undying worship from its 'customers'. Europeans might have grown used to being treated as third-class citizens by The Big N, and expect consoles and games to come creeping over the horizon months or even years after the rest of the world, but Iwata and co seem oblivious to our pain. To them, holding Gamecube just out of our reach needs no justification.



Shelly Friend, Nintendo of Europe's Head of PR. Not as red in real-life.

Please release me!

But in an exclusive interview with NGC, Shelly Friend, Nintendo Europe's Head of PR, explained that the lack of a GC release date is – somewhat ironically – Nintendo's special way of, er, *not* upsetting Europe.

"What we don't want to do is provide a date and then have to change it," Shelly told us. "That makes people angry. We'd like the release date we finally announce to be one we can stick to. Believe me – as soon as we've got a date, we'll give it to you."

Which begs the question – exactly what factors are making nailing down a possible European launch date so difficult? Shelly's answer: ensuring that when Gamecube eventually does invade Europe, it will do so in force.

"We have to launch with enough Gamecubes for everyone," Shelly explains. "And until Nintendo's judged how successful the console is in Japan and America, and how many machines need to be allocated there, we can't pin down exactly when Europe will take delivery of enough consoles for launch. We will hit that Spring 2002 date, though – the sales in the US will have the biggest effect on our Gamecube allocation, but they can't up their deliveries until after March."

Springtime for Ninty

A Spring release, though, means Gamecube still misses the Christmas market, just as the N64 did – and it's here that Nintendo seems most blithe about the colossal European









Just some of the games that should be done and dusted ready for Gamecube's spring launch in the UK.

market. Company president Hiroshi Yamauchi has declared "this Christmas season is critically important, especially in the United States. We must release the new machine [by then]." Is that an implication that Europe's Gamecube sales figures simply don't matter?

"Well, Christmas is great," says Shelly. "You've got mums and dads saving up and kids getting presents from Santa. Japan and the US are both expecting huge sales this December. But while we can build Gamecubes quickly and in huge numbers, it'd be impossible to introduce them to Europe so soon after America. There are other key selling periods, such as Easter, and we've got a great console that we're confident will sell well whatever the time of year. And remember, Gamecube will be here for Christmas 2002."

Shall we go to launch?

There's one key advantage to a Spring launch – the games. As our *Luigi's Mansion* poster mag demonstrates, by early next year there'll be 30 to 40 Gamecube titles ready as potential launch games for Europe. Shelly rightfully points out there's no point releasing them all on day one – "realistically, people can't buy them all in one go" – but she says to expect a similar launch pattern to America, with, unlike the Japanese launch, "something for everybody" from launch day, including non-Nintendo titles.

America's colossal marketing campaign, late as it is, is also encouraging. Shelly's claims that "we don't see ourselves competing" with the multimedia-focused Xbox has been echoed by her US and Japanese counterparts – but plainly, in game shops worldwide, Gamecube, Xbox and PS2 will be presented as direct rivals. So, with almost $500 million of advertising, sponsorship and nationwide tours planned, Nintendo US are all out to recapture the market they lost to Sony back in 1997. And the signs point to Nintendo of Europe following suit.

European citizens are used to being treated as third-class citizens by the Big N.

Waiting for Go-date

"It's clearly a hugely important launch for us," says Shelly. "Expect the kind of huge marketing campaign that Gamecube deserves. We will push it – hard – in all the traditional ways, as well as using a dedicated website similar to www.gameboyadvance.co.uk. And as soon as we have a date, we'll start talking to shops, preparing them for Gamecube's arrival. Retailers are already contacting us anyway – they're incredibly excited, their customers are excited, and everyone's anxious to get started."

The focus for getting Europeans down the shops to buy Gamecube will be, unsurprisingly, the games. That's likely to mean TV advertising that turns its back on Sony's ridiculous talking ducks and third places, preferring to blow viewers away with stunning game footage. And Gamecube's cute looks provide a unique marketing angle, too. "Gamecube's unique design helps us in the same way that the look of the iMac and the new Beetle helped Apple and VW," says Shelly.

Is Shelly confident of Gamecube's success in Europe? "Games are what Nintendo do," she says. "You can't buy over 110 years in the entertainment business. Other machines will reach only an odd sub-section of gamers – we'll appeal to *everyone* who loves playing games."

We're sure we've said it before, but once again – it *will* be worth the wait. Still, what a wait... NGC

EUROPE LAUNCHES

Nintendo's previous console launches offer mixed hopes for Gamecube's chances in Europe.



NES 1987
Good Bundled with *Super Mario Bros*, an undisputed system seller.
Bad Sega's Master System was cheaper, but neither blew the roof off.
Ugly Released over two years after the US, and a whole *four* years after Japan.

GAME BOY 1989
Good Buried the Atari Lynx to claim a monopoly in the handheld market.
Bad A painfully dark screen made the 'Play anywhere' ad slogan iffy.
Ugly Does not apply. Game Boy is Europe's most successful console. Ever.

SNES April 1992
Good Bundled with games like *Mario World* and *Street Fighter 2*.
Bad Arrived 14 months after Sega's Megadrive, and at a steeper price.
Ugly Sega won the Nintendo vs Sega/Mario vs Sonic advertising wars.

N64 March 1997
Good Queues formed outside games stores from midnight on launch day.
Bad Only three games at launch, and a huge drought in following months.
Ugly Sony claimed at least 70 per cent of the games market with PlayStation.

GAME BOY ADVANCE June 2001
Good Near-simultaneous launch with America – and with more games.
Bad Nasty retailers put at least £20 on the price of every GBA sold.
Ugly Again, not applicable. Game Boy Advance has been a rip-roaring success.

Your one-stop spot for dates, stats and facts

INFORMATION STATION

Chart updates • Release list • Most wanted • Most played



ChartTrack Official top 10 N64 chart

Pos	Title	Publisher	Released	Movement	NGC review
1	Conker's Bad Fur Day	Rare	Released 04/01	Last month: 4	Issue 53 • 89%
2	Mario Kart 64 (NEW!)	Nintendo	Released 07/97	Re-entry	Issue 4 • 91%
3	Pokémon Stadium	Nintendo	Released 04/00	Last month: 8	Issue 41 • 90%
4	Scooby Doo: Creep Capers (NEW!)	THQ	Released 04/01	New entry	Issue 53 • 23%
5	The World is Not Enough	EA	Released 05/01	Last month: 1	Issue 49 • 88%
6	Banjo-Tooie	Rare	Released 05/01	Last month: 5	Issue 54 • 81%
7	Zelda: Majora's Mask	Nintendo	Released 11/00	Last month: 6	Issue 49 • 96%
8	Pokémon Snap	Nintendo	Released 09/00	Last month: 3	Issue 45 • 80%
9	WWF No Mercy	THQ	Released 12/00	Last month: 7	Issue 49 • 92%
10	Mario Tennis	Nintendo	Released 11/00	Last month: 9	Issue 47 • 91%

NGC 5 Most played

#	Title	Publisher	Genre	Review
1	Super Monkey Ball	Sega	ETC	Issue 61 • 90%
2	Mario Kart 64	Nintendo	RAC	Issue 4 • 91%
3	Wave Race: Blue Storm	Nintendo	RAC	Issue 61 • 90%
4	Luigi's Mansion	Nintendo	ADV	Issue 61 • 90%
5	Sin & Punishment	Treasure	SHT	Issue 51 • 89%

NGC 5 Most wanted

#	Title	Publisher	Genre	Release
1	Mario Sunshine	Nintendo	ACT	JPN: Summer, UK: 2002
2	The Legend of Zelda GC	Nintendo	RPG	JPN: TBA, UK: 2003
3	Rogue Leader	Nintendo/LucasArts	ACT	US: 18th Nov, UK: Spring 2002
4	Resident Evil: Biohazard	Nintendo	ACT	JPN: Spring 2002, UK: 2002
5	Perfect Dark Zero	Nintendo/Rare	ACT	ALL: Christmas 2002

Readers' 5 Most played

#	Title	Publisher	Genre	Review
1	Luigi's Mansion	Nintendo	ETC	Issue 61 • 90%
2	Wave Race: Blue Storm	Nintendo	RAC	Issue 61 • 90%
3	Super Monkey Ball	Sega	PUZ	Issue 61 • 92%
4	Perfect Dark	Rare	SHT	Issue 42 • 96%
5	Super Smash Bros	Nintendo	FGT	Issue 36 • 90%

Readers' 5 Most wanted

#	Title	Publisher	Genre	Release
1	Mario Sunshine	Nintendo	ACT	JPN: Summer, UK: TBA
2	The Legend of Zelda GC	Nintendo	ACT	JPN: 2002, UK: TBA
3	Rogue Leader	Nintendo/Lucasarts	SHT	US: Nov 18, UK: Spring
4	Super Smash Bros Melee	Nintendo	FGT	JPN: November, UK: Spring
5	Pikmin	Nintendo	ETC	JPN: October, UK: Spring

Top 5 Import chart

Source: CA Games (0141 334 3901)

#	Title	Publisher • Genre	Review
1	Luigi's Mansion	Nintendo • ETC	Issue 61 • 90%
2	Super Monkey Ball	Sega • PUZ	Issue 61 • 92%
3	Wave Race: Blue Storm	Nintendo • RAC	Issue 61 • 90%
4	Tony Hawk's 2	Activision • SPT	N/A
5	Sin & Punishment	Nintendo • SHT	Issue 51 • 89%

ULTRA RELEASE LIST

The latest information on every N64, Game Boy Advance and Gamecube title currently in development – updated monthly.

Game name	Publisher	On	Country
October 2001			
Doom	Activision	GBA	US/UK
Advance Wars	Nintendo	GBA	JPN
Powerpuff Girls	BAM!	N64	US
Pikmin	Nintendo	NGC	JPN
November 2001			
Advance Wars	Nintendo	GBA	US/UK
All-Star Baseball 2002	Acclaim	NGC	US
Animal Forest	Nintendo	NGC	US
Batman: Dark Tomorrow	Ubi Soft	NGC	US
Crazy Taxi	Acclaim	NGC	US
DK: Coconut Crackers	Nintendo	GBA	US/UK
Extreme G 3	Acclaim	NGC	US
Final Fight One	Capcom	GBA	UK
Luigi's Mansion	Nintendo	NGC	US
Madden NFL 2001	EA Sports	NGC	US
Mario Party 3	Nintendo	N64	UK
NFL Blitz 20-02	Midway	NGC	US
NFL Quarterback Club 2002	Acclaim	NGC	US
NHL Hitz 20-02	Midway	NGC	US
Pokémon Crystal	Nintendo	GBC	GBC
Rogue Spear	Ubi Soft	NGC	US
Simpsons Road Rage	EA	NGC	US
Spyro the Dragon	Universal	GBA	US/UK
Star Wars: Rogue Leader	LucasArts	NGC	US
Super Monkey Ball	Sega	NGC	US
Super Street Fighter II X Revival	Capcom	GBA	US/UK
Universal Studios	Kemco	NGC	JPN/US
Wario Land Advance	Nintendo	GBA	US/UK
Wave Race: Blue Storm	Nintendo	NGC	US
December 2001			
18 Wheeler	Acclaim	NGC	US
Animal Forest +	Nintendo	NGC	JPN
Eternal Darkness	Nintendo	NGC	JPN/US
Golden Sun	Nintendo	NGC	JPN
Pikmin	Nintendo	NGC	US
Powerpuff Girls	BAM!	N64	UK
Super Smash Bros Melee	Nintendo	NGC	JPN
Rogue Spear	Ubi Soft	GBA	US/UK
SSX Tricky	EA Sports	NGC	US
Super Smash Bros Melee	Nintendo	NGC	US
2002			
Spring			
Virtua Striker 3 v2002	Sega	NGC	JPN
Resident Evil: Biohazard	Capcom	NGC	JPN

Game name	Publisher	On	Country
Rave: The Groove Adventure	Konami	NGC	JPN
Crazy Taxi	Acclaim	NGC	UK
Dave Mirra Freestyle BMX 2	Acclaim	NGC	US/UK
Extreme G 3	Acclaim	NGC	UK
Galleon	Interplay	NGC	US/UK
Luigi's Mansion	Nintendo	NGC	UK
NBA Courtside 2002	Nintendo	NGC	US
Phantasy Star Online v2	Sega	NGC	ALL
Starfox Adventures	Nintendo	NGC	ALL
Star Wars: Rogue Leader	LucasArts	NGC	UK
Street Fighter Alpha 3	Capcom	GBA	US/UK
Super Monkey Ball	Sega	NGC	UK
Super Smash Bros Melee	Nintendo	NGC	UK
Virtua Striker 3 v2002	Sega	NGC	US/UK
Wave Race: Blue Storm	Nintendo	NGC	UK
Summer			
Mario Sunshine*	Nintendo	NGC	JPN
NBA Street	EA Sports	NGC	ALL
Turok Evolution	Acclaim	NGC	ALL
Autumn			
Die Hard: Next Generation	Fox Interact.	NGC	ALL
Winter			
Creatures	Swing!	NGC	ALL
Donald Duck	Ubi Soft	NGC	ALL
Hot Wheels	THQ	NGC	ALL
Jeremy McGrath Supercross	Acclaim	NGC	US/UK
Jimmy Neutron: Boy Genius	THQ	NGC	ALL
Kameo: Elements of Power	Rare	NGC	ALL
Largo Winch	Ubi Soft	NGC	ALL
Legend of Zelda	Nintendo	NGC	JPN
Legends of Wrestling	Acclaim	NGC	ALL
Madden NFL 2001	EA Sports	NGC	UK
NBA Courtside 2002	Nintendo	NGC	UK
NFL Blitz 20-02	Midway	NGC	UK
NFL Quarterback Club 2002	Acclaim	NGC	UK
NHL Hitz 20-02	Midway	NGC	UK
Perfect Dark Zero	Rare	NGC	ALL
Rally Simulation	Ubi Soft	NGC	ALL
Rayman Tribe	Ubisoft	NGC	ALL
Resident Evil Zero	Capcom	NGC	ALL
Robocop*	Titus	NGC	US/UK
Rogue Spear	Ubi Soft	NGC	US/UK
Rugrats	THQ	NGC	ALL
Scooby-Doo	THQ	NGC	ALL
Spider-Man: The Movie	Activision	NGC	ALL

Game name	Publisher	On	Country
Star Wars RPG*	LucasArts	NGC	ALL
Tarzan	Ubi Soft	NGC	ALL
Tetris Worlds	THQ	GBA	ALL
The Land Before Time	Universal	NGC	ALL
The Road to El Dorado	Ubi Soft	NGC	ALL
Tony Hawk's Pro Skater 3	Activision	NGC	ALL
TBA			
1080° GC	Nintendo	NGC	ALL
Advanced Columns	Sega	GBA	ALL
Banjo-Kazooie: Grunty's Revenge	Nintendo	GBA	ALL
Bomberman Generations	Hudson	NGC	ALL
Breath of Fire 1	Capcom	GBA	ALL
Breath of Fire 2	Capcom	GBA	ALL
Crash Bandicoot: Wrath of Vortex	Konami	NGC	ALL
Crouching Tiger, Hidden Dragon	Universal	NGC	ALL
Diddy Kong Pilot	Rare	GBA	ALL
Donkey Kong Racing	Rare	NGC	US/UK
Doshin the Giant	Nintendo	NGC	ALL
Duke Nukem Forever	Infogrames	NGC	ALL
First-person shooter*	Saffire	NGC	ALL
Jurassic Park III	Universal	NGC	US/UK
Legend of Zelda	Nintendo	NGC	US/UK
Mario Kart for Gamecube*	Nintendo	NGC	ALL
Mario Sunshine*	Nintendo	NGC	US/UK
Metroid 4	Nintendo	GBA	ALL
Metroid Prime	Nintendo	NGC	ALL
Mickey for Gamecube*	Capcom	NGC	ALL
Mortal Kombat	Midway	NGC	ALL
Pocket Music GBA	Nintendo	GBA	ALL
Pokémon GC*	Nintendo	NGC	JPN
Resident Evil: Zero	Capcom	NGC	JPN
Resident Evil 2	Capcom	NGC	JPN
Resident Evil 3	Capcom	NGC	JPN
Resident Evil: Code Veronica	Capcom	NGC	JPN
Resident Evil 4	Capcom	NGC	JPN
Ridge Racer Next*	Nintendo	NGC	ALL
Rune	From Soft.	NGC	ALL
Sabre Wulf: Rumble in the Jungle	Rare	GBA	ALL
Saffire	Saffire	NGC	US/UK
Sonic The Hedgehog Advance	Sega	GBA	ALL
Sonic Adventure 2	Sega	NGC	JPN
Soul Calibur 2	Namco	NGC	ALL
Thornado	Factor 5	NGC	ALL
WWF Road to Wrestlemania	THQ	GBA	ALL

*working title only

cut and send



VOTE! INFORMATION STATION

Top 5 vote 'n' draw

There's only one way we can keep track of your gaming needs, and that's if you tell us! Just fill out the form and send it in! *And as if you needed any more encouragement, each month we'll be putting all the Information Station slips into a big hat and awarding a spanking new GBA or N64 game to the first one drawn. Just tell us which game you'd like.*

My five most played games are:	My five most wanted games are:

Name ....

Address ....

....

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Postcode ....

Game Wanted ....



Just look at it for crying out loud! Just when we thought nothing could look tastier than Rogue Leader, Capcom prove us wrong.

Creeping around the woods is not to be taken lightly.

SPECIAL INVESTIGATION

RESIDENT EVIL BIOHAZARD

The most pant-soiling Resi instalment comes to Gamecube!

TEASER OF TERROR

Trailers rarely get us as excited as this. Here's a scene-by-scene breakdown of the thrilling video footage Capcom prepared for their press conference. As you can see, Resident Evil *has been given a complete overhaul, with lighting effects to die for…*

START HERE!

INFO BURST

RESI EVIL: BIOHAZARD	
DEVELOPER:	Capcom
PUBLISHER:	Capcom
HOW MANY PLAYERS:	1
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?

US	UK	Japan
TBA	TBA	Mar

ANTICIPATION RATING

Picture it if you will. The office is pretty quiet, and no-one really expects any huge announcements to come out of Japan for a while because Gamecube launch day is only 24 hours away. Everyone hunches over their desks in a desperate attempt to clear their backlog of work so they can claim first rights to *Luigi's Mansion* when it *finally* arrives in the office.

And then the bombshell drops. One of our more resourceful Japanese correspondents has managed to blag his way into a press conference headed by two of the gaming world's biggest hitters, and reported back with some unbelievable news.

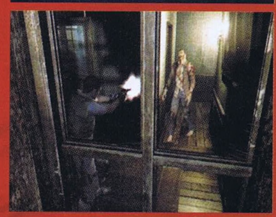
Evidently, Nintendo and Capcom have been getting all chummy of late, and the fruit of this new friendship is more succulent than any of us could ever have thought possible. Capcom are bringing their infamous *Resident Evil* franchise to Gamecube – and *only* to Gamecube. PS2, Xbox and PC are all out of the picture – the world's most famous survival horror game is now exclusive to Nintendo's purple box.

Moreover, it's looking so utterly jaw-dropping that only the most cynical gamer would fail to be wooed by its gob-smacking atmospherics. Get ready to witness liquid next-gen gaming in its purest, most frightening form…

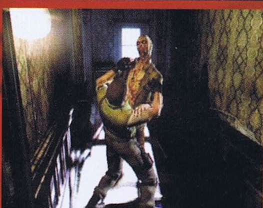


Make no mistake (thanks George W – Ed), *this boasts atmospherics unseen in any previous Resi game.*

The animation on the main characters really has to be seen to be believed.







Expect plenty of zombie-grappling action as you uncover Umbrella's secrets.

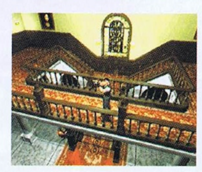


The shadows cast by the lighting outside make the mansion come alive…



RE-LIVE THE EVIL

***Biohazard*'s gameplay borrows heavily from *Resi*'s first incarnation on PSOne, but on Gamecube marks a giant leap forward in graphical splendour.**





1 Both games use pre-rendered backgrounds with fixed and inter-changing camera angles. On the 'Cube, however, expect a far more dynamic system…





2 *Resident Evil* on PlayStation was always limited in its use of effects. This time you can expect some eye-popping particle effects and real-time lighting…





3 The character models and environments in *Biohazard* are vastly improved, with superb use of textures on the scenery and the character's clothes…





4 As with all *Resi* games, it's all in the horror and suspense. It's here that Gamecube excels, making it easier for Capcom to create exactly the right atmosphere.

The PSOne original breathed new life into the survival-horror legacy spawned by *Alone in the Dark*, and, in its day, was one of the best reasons to go out and buy Sony's grey box. So it's with great delight – as well as some hand-wringing and cackling – that we welcome *Resident Evil* to Gamecube, as Capcom and their biggest franchise defect to Nintendo.

Resident Evil: Biohazard, as it's currently called, isn't an all-new title, but essentially a remake of the first *Resi* outing – and what a remake it's shaping up to be. Once again, you'll guide S.T.A.R.S. agents Chris Redfield and Jill Valentine through the zombie-infested mansion of the original, in an attempt to uncover the evil-doings of the vile Umbrella Corporation. By engaging you in some brain-teasing puzzles and a pump-action-fuelled orgy of violence, *Resident Evil: Biohazard* looks set to retain the suspense and horror of its PlayStation daddy, while using the power of Gamecube to deliver a standard of visual flair as yet unseen in any other version of the acclaimed *Resident Evil* series.

The Gamecube's superior power enables developers to create exactly the right atmosphere.

A greater evil

The first thing you'll notice about this revamped *Resi* is just how incredible it all looks. The Gamecube's superior power is perfect for the franchise, enabling the developers to create exactly the right kind of creepy, atmospheric environment. This all becomes apparent the second you see Capcom's impressive trailer. In the opening scenes the darkness is punctuated by lightning from outside the mansion, revealing a massive, highly-detailed dining hall. As the lightning continues to strike outside, shadows flicker and dance across the tiled floors and balconies, showing off

PREVIOUSLY IN R.E…

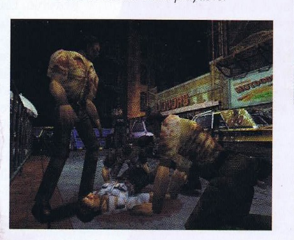


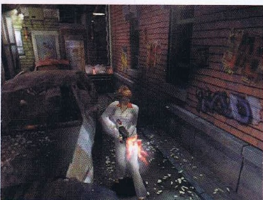
RESIDENT EVIL 0

In terms of the chronology of the story, this is the first instalment of the series. Originally planned as an exclusive N64 title, it was delayed in favour of a Gamecube release, and is already quite some way through development.

RESIDENT EVIL 2

The only Resi game to make it to N64 was an absolute stunner. Taking on a more urban feel, the game starred Claire, sister of Chris Redfield, and Leon, an all-new operative – both of whom were playable.





RESIDENT EVIL 3: NEMESIS

Another sprawling urban adventure which explored the intricacies of the Umbrella Corporation. RE3 featured lots more replay value than previous instalments, with three different endings and loads of secrets.



Zombies now burst through doorways in an attempt to give you a heart attack. Stab them viciously in the eyes, then!

Check out the detail on Chris Redfield's clothes! The textures on the zombies are even more spectacular. We. Can't. Wait.

the 'Cube's real-time lighting effects like some macabre firework display.

You're then treated to shadowy glimpses of Chris Redfield creeping around the mansion, pistol in hand. When he comes into full light, you begin to appreciate just how awesome *Biohazard* is going to be. The character models are animated with an amazing degree of fluidity, doing away with the jerky movements which often plague third-person adventures. Clothes and weapons are also beautifully detailed, with Chris' knife reflecting the strobing effect of the lightning outside as he plunges it into the jugular of a nearby zombie. Nice.

Chris' knife reflects the lightning outside as he plunges it into the jugular of a nearby zombie. Nice.

A tension to detail

The look and feel of the game has been painstakingly redesigned and revamped. The way Chris skulks around the mansion, for example, perfectly reflects your own mood as he searches the gloomy corridors of the mansion. The level of detail on the brickwork, the way the crackling fireplace sends dim flickering light through the darkness, the sound of Chris' pistol clicks echoing around the cavernous hallways, and the constant, eerie moaning of the undead – all these details contribute to what is shaping up to be a startling gaming experience. And this is a game that is still quite some way from completion.

Biohazard already looks set to become the benchmark by which the survival-horror genre – or any third-person adventure for that matter – will be judged. No doubt newcomers and die-hard *Resident Evil* fans will be eager to get their hands on this – so the best news is that we only have until March to wait for the Japanese release. Praise be to Capcom! NGC

The *Resi* series has experienced a number of successful outings on a wide range of platforms. If you missed out, worry not, because not only are they *all* Cube-bound, but we've compiled a handy summary for you…

RESIDENT EVIL: CODE VERONICA

Debuting on Sega's ill-fated Dreamcast, this was the most visually impressive Resi. Considered to be the best of the series, it boasted a massive, complex plot and was twice as big as any other RE title.

RESIDENT EVIL 4

Originally destined for PS2 and reportedly well into development – Sony must be spitting up blood now that Capcom have made Resident Evil 4 a Gamecube exclusive. Expect all the stops to be pulled out for this beautiful baby.

Updating you on tomorrow's games

COMING SOON



PIKMIN
Nintendo's real-time strategy with root vegetables. No, wait – come back!



STAR WARS ROGUE LEADER
You are Luke Skywalker in this LucasArts/Factor 5 co-production. It's a stunner!







DOSHIN THE GIANT
Revamped stompy action for the GC. Giant-sized fun!



ALL-STAR BASEBALL 2002
Acclaim are readying this little beauty for a Gamecube home run.

ALL YOU NEED TO KNOW

FACT BLITZ

1 Over 25 of the best characters from the TV show are available to control, take for a ride – or try to run over.

2 Five areas in which to cause traffic havoc, incorporating over a hundred Simpsons buildings and landmarks.

3 Two-player modes, including straight racing and Battle Mode, where you can steal passengers from your rival.

4 "Radical Toon Renderer" and "H-line technology" gives all the 3D characters a suitable cartoony look.

KILLER Q

? *Crazy Taxi* is a bit limited – what are EA doing to ensure that *The Simpsons* lasts?

One word – upgrades. Rather than giving you all the vehicles, you'll have to *earn* new ones. There's also the possibility of finding 'hidden' passengers – who'll earn you bonuses – and a Sunday Driving mode that lets you drive around at will, a mode lacking from *Crazy Taxi* itself.

RUMOURS

- Unlike Crazy Taxi, everything in Road Rage's Springfield is destructible, so you can smash through buildings and scenery. Woohoo!
- The actors from the show will be recording speech snippets – and Matt Groening is ensuring the scripts and maps stay true to the show.

ANTICIPATION RATING





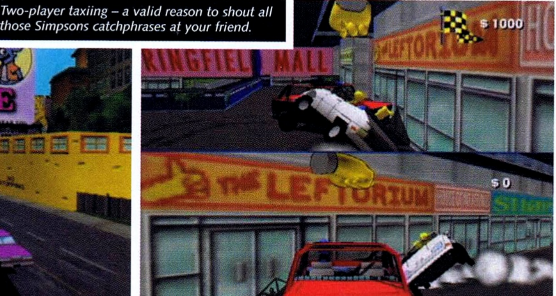
WHEN'S IT OUT?





18 Nov | TBA | TBA





Two-player taxiing – a valid reason to shout all those Simpsons catchphrases at your friend.

THE SIMPSONS ROAD RAGE

Like Crazy Taxi, but crazier.

So, EA have nabbed the prized Simpsons licence. And it's tempting to expect a usually imagination-free publisher to knock out a dull *Mario Kart* clone, with Bart, Homer and co jostling for position on Springfield's streets.

Prepare, then, to be amazed. *The Simpsons: Road Rage* isn't a straight racer. Instead, it nicks one of Sega's best ideas – the superb *Crazy Taxi* – and puts a Simpsons spin on it to create a game every bit as fast-paced, maniacal, and laugh-out-loud funny as its televisual daddy. The prospect of speeding around Springfield, offering lifts to your favourite characters, then dragging them around at nightmarish speeds should have you throwing your head back and drooling, Homer-style.

Road Rage is due to be up against *Crazy Taxi* itself on Gamecube's US launch day, making the 18th November the date of quite a battle. We'll bring you more next month.

Reminiscent of the N64's South Park Rally, this.





Look at the size of those strawbs! Who's gone crazy with the Miracle-Gro, then?



These four-legged spidery monstrositie.s can squish your Pikmin flat. Run away!

PIKMIN

These little fellas are the ant's pants.

P*ikmin* is the sort of game you won't appreciate fully in ten minutes, so we were glad of the chance to have another good sit down with Miyamoto's latest baby.

Pikmin has so far received a toned-down version of the uproar that greeted the new *Zelda*. Some fans have been wondering why Nintendo chose to go for a real-time strategy that you'd expect to see on a PC. This of course comes from people who haven't played it, so you can comfortably ignore such codswallop. At Spaceworld and the Nintendo Show we got a much clearer idea of the grand plan with *Pikmin*, and let's just say you won't be disappointed. We'll be bringin you a review of the Japanese version of the game very, very soon.

Gotta love those Pikmin – and we've heard tell of a secret fourth colour...



ALL YOU NEED TO KNOW

FACT BLITZ

1 Gameplay is of a highly strategic nature, where you have to think about how to tackle thorny problems, such as a big item or evil gribbly.

2 You can control the Pikmin separately from your little spaceman by using the yellow C-stick. Handy little feature, that.

3 You'll need to keep an eye on the time of day, since the environment changes dynamically, and you have a limited amount of time.

NEW!



The different colours don't just relate to the strength of the Pikmin sprout – each has its strengths and weaknesses, so you'll have to deploy them carefully. Red Pikmin are fire-resistant, and so on.

RUMOURS

- The air on the planet is poisonous, which is why our intrepid spaceman can't remove his helmet, and has to get the critters do his bidding.
- Rumours have been circulating that Pikmin can become disenchanted with their leader and desert him. Not so. You don't have to worry about sending hordes of them to their doom.

KILLER Q

? Isn't there some kind of *Majora's Mask*-style time system? How does that work exactly?

There are three days, each with different things happening. You only have a limited time (ie one day, which equates to roughly 15 minutes) to achieve the task of getting a piece of the spaceship back to your home. If you fail to achieve this within 24 virtual hours, you'll have to start again from the beginning, this time much wiser.

ANTICIPATION RATING




WHEN'S IT OUT?





Dec | Spring | Oct

ALL YOU NEED TO KNOW

FACT BLITZ

1 Eleven main missions plus a handful of bonus stages based on classic Star Wars scenes.

2 Stunning visuals, including realistic explosions and hundreds of ships on screen at any one time.

3 Give commands to your wingmen and troops on the ground using the Gamecube's D-pad.

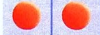
4 Real-time lighting means day and night pass authentically as you set about your mission.

KILLER Q

? Why is everything a funny colour is some of these screenshots? Have the art folk messed up?

Nope, that's the heads-up radar, as seen in the movies. Activated by pressing Y, this highlights every target in pastel colours – dead handy when TIE Fighters are attempting to lose themselves against the black sky.

ANTICIPATION RATING






WHEN'S IT OUT?





18 Nov | Spring | TBA

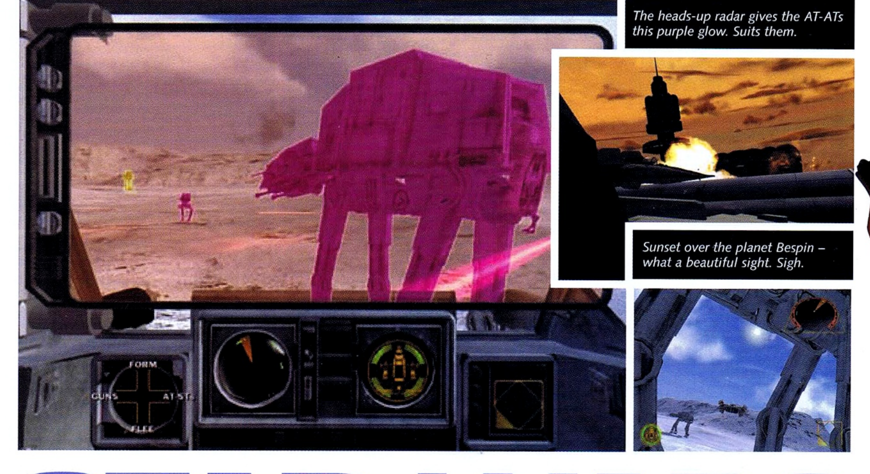
NEW!

We caught sight of the Battle of Hoth level in action for the first time at The Nintendo Show. It's very *Shadows of the Empire* – you can use B to jettison your tow rope and wrap it around the AT-ATs – but the visuals knock that six-year-old N64 game into a cocked hat. It looks like a movie. Amazing.

RUMOURS

- You can uncross your fingers – the Millennium Falcon does appear as a controllable craft in the game, and you'll be able to pilot it through packed asteroid fields.
- Here's a new one. All Rogue Leader intro and menu screens feature short video clips from the three classic movies, all streamed straight off the disc. Now that's magic!



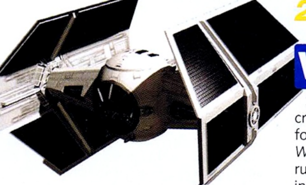


The heads-up radar gives the AT-ATs this purple glow. Suits them.

Sunset over the planet Bespin – what a beautiful sight. Sigh.

STAR WARS ROGUE LEADER

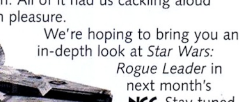
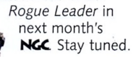
2001: a space odyssey.



We searched for it at Spaceworld, but it wasn't there. We cried. A few weeks later, at the Nintendo Show UK, we spotted a transfixed crowd. Fighting our way through, we found what we were looking for – *Star Wars: Rogue Leader* was up and running, and looking as downright incredible as ever.

Rogue Leader features the best moments from your favourite Star Wars movies – in other words, no Episode I – and recreates George Lucas' universe, ships, characters, and even sounds in remarkable detail. At The Nintendo Show, we raced along the Death Star at breathtaking speed, blew giant air balloons to bits above the sunset skies of Bespin, and sent AT-ATs tumbling to the ground on the snowy wasteland of Hoth. All of it had us cackling aloud with pleasure.

We're hoping to bring you an in-depth look at *Star Wars: Rogue Leader* in next month's NGC. Stay tuned.

Woah-woah-woah! You'll be reaching for the sick bag with mid-air turns this tight.





All your favourite Star Wars moments, including the Death Star trench run. Yes!

DOSHIN THE GIANT

Get your head in the clouds.



Remember *Doshin the Giant* on the 64DD? The concept – use a house-sized giant to help stranded islanders – had great potential, but shoddy execution and archaic visuals simply helped seal the doomed disc drive's coffin.

But while the appearance of *Doshin GC* might bring the words horse, stable door and bolted to mind, this is anything but a tired rehash of the 64DD nightmare. The developers (sorry, developer) will ensure that the graphics are given a Gamecube-worthy polish, the pace of the title is quickened, and the final game gives its spiritual PC brother *Black & White* a run for its money.

We're expecting *Doshin the Giant* to be done and dusted early next year, by which time we'll be itching to repeat the satisfying process of picking up villagers and lobbing them into the sea. Yay!



That's evil Doshin on the right there – the result of squishing too many innocent villagers.



ALL YOU NEED TO KNOW

FACT BLITZ

1 Based on the first game released for the N64's ill-fated disc drive add-on, the 64DD.

2 Guide Doshin around a colossal island and help or hinder the villagers with your biiiig hands.

3 Doshin turns yellow or red – signifying good and evil respectively – depending on your actions.

4 Clever day and night system means having to complete your deeds before the giant falls asleep.

RUMOURS

When we spoke to Giles Goddard for our Making of *Super Mario 64* feature (see page 90), he revealed to us that it's he who's coding *Doshin the Giant*. Japanese coders Marigul have handed over some visuals – now he's building a game around them *all on his own*!

ANTICIPATION RATING






WHEN'S IT OUT?





US	UK	Japan
TBA	TBA	Mar

ALL-STAR BASEBALL 2002

It's baseball – but better.

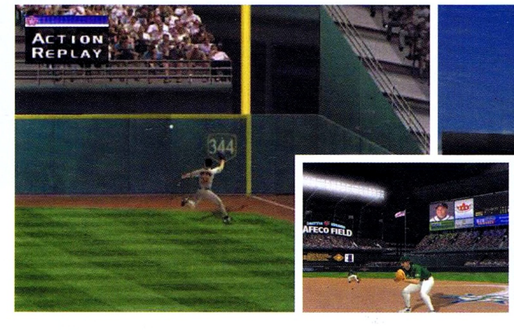
A new console launch in the US? That'll mean publishers scurrying to bring their flagship sporting titles to the machine – and sure enough, *All-Star Baseball*, Acclaim's sporting cash cow, is poised to swing into action on 18th November.

Ostensibly, *ASB 2002* is a port of the same game on PlayStation 2. But Gamecube's developer-friendly innards mean we'll be seeing much more beautiful baseball than on the pig-to-program PS2, and loading times for the comically vast range of animations, player stats, game modes and bonus bits and pieces should be all but nil.

N64 veterans should indulge themselves in a small smile upon the news that *ASB*'s intuitive batting and fielding system has been preserved – and if you prefer to keep off the grass, a new General Manager mode lets you juggle players and teams to your heart's content. Steee-rike!



Base – check. Ball – check. Hundreds of all-star players – check. 2002 – er...



FACT BLITZ

1 There are 30 real-life Major League teams to choose from, including over 700 players.

2 Over 30 stadiums, complete with scoreboards, giant TVs, animated crowds, and, er, waterfalls.

3 Over 1500 different animations and texture-mapped faces for disturbingly lifelike players.

4 Commentary from Bob Brenly and Thom Brennaman. We're not making this up.

NEW!

The PlayStation 2 version of *All-Star Baseball 2002*, released recently to an impressive reception, might have been a decent enough game – but it didn't count Puerto Rico and All-Star Safeco amongst its many stadiums, did it? Chalk those up as exclusives for the Gamecube interpretation of *ASB 2002*. Whoop, whoop!

ANTICIPATION RATING






WHEN'S IT OUT?




US	UK	Japan
18 Nov	2002	TBA

NGC ARENA

HOW NGC SCORES A GAME

NGC has one of the toughest scoring systems around. We won't award our Star Game accolade until we're sure you're getting your money's worth.



85 and above	84–70	69–50	49–20	19–0
Only after playing a game to the end will we consider awarding it our Star Game seal.	If we award a game more than 70 you can be certain it's fantastic, if flawed, fun.	Every so often a game comes along that's perfectly playable, but just not special in any way.	Here you'll find games that were lazily programmed or hurriedly cobbled together – or simply bad ideas.	The disaster zone. There have been a couple and we've not shied away from giving them a firm kicking.



LUIGI'S MANSION

Mario's skinny sibling goes spook hoovering in his first very own title.

GO TO PAGE 28



TEAM GC

This month: we switched the lights off to replicate Luigi's dank mansion. Pathetic, eh?

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a real hurry, or just can't be bothered to read the full review, you can always just use our Verdict box!

PLUSES AND MINUSES
These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...
There are hundreds and hundreds of games out there – some of which will be similar to the one we're reviewing. This bit helps you seek out another title of the same type. 'If you liked *GoldenEye*, you might also like *Turok2* or *Quake*'. See?

VISUALS What does the game do with Gamecube's blistering graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the Gamecube and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

PLUSSES & MINUSES

+ • Cool stuff

– • Not so cool stuff

IF YOU LIKE THIS...
Pokémon Stadium
N64/41, 90%
Actually, don't bother if you've got the new one...

9 VISUALS

7 MASTERY

8 SOUNDS

6 LIFESPAN

VERDICT

MARK GREEN
Afraid of the dark, Greener? "Nope." Then why are you curled up into a ball and wailing for your mum? "Leave me alone."

DAN GEARY
New boy Dan is bonding with the team nicely, and has already made good progress deleting Mark's *Wave Race: Blue Storm* save games.

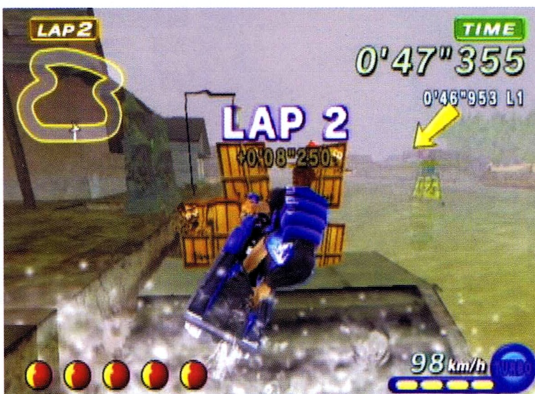
TIM WEAVER
No need to hunt for Tim in the pitch black – he made certain to find you first. With his fists.

JUD WEBB
Taking advantage of the dark, Jud assumed control of the office CD player. The UN have since provided humanitarian aid in the form of earplugs.

GERAINT EVANS
The 18-year-old claimed he could set the room ablaze with his fiery libido. The results, as you can see were less than impressive.

ALAN MADDRELL
"Who needs a torch?" said Alan. His last words before tumbling down a staircase and spending three weeks in traction.

PAUL EDWARDS
"This is exactly like midnight surfing!" claimed Paul. "Thanks to the small pool of liquid I'm now standing in."



WAVE RACE BLUE STORM

Super splashing great! The N64 classic gets a snazzy new paint job.

GO TO PAGE 38

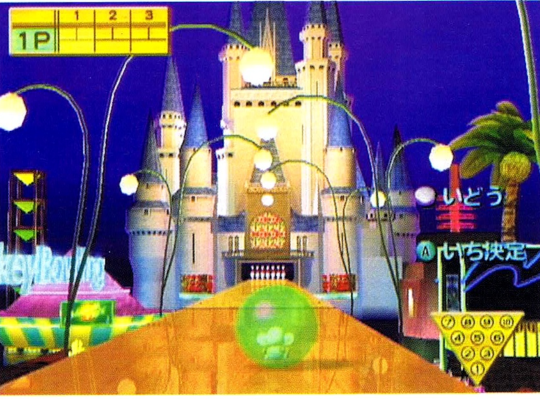


SUPER MONKEY BALL



Balls? Check. Monkeys? Check. Get ready to 'go bananas'!

GO TO PAGE 46



Luigi's Mansion is only available in Japan. If you want to get hold of a copy, ring CA Games on 0141 334 3901.

NGC STAR GAME

FURNITURE *Shake it, rattle it and suck it. More often than not it hides jewels, health and even ghosts. Go easy now.*

BACKPACK *This is what it's all about. The backpack allows you to suck up ghosts and blow fire, water and ice. Get used to the dual analogue control quickly – or die horribly.*

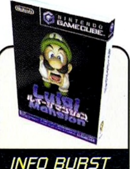
TORCH *Without this you wouldn't be able to see anything. It also acts as a very handy ghost stunner, so keep it out at all times.*

GAME BOY *Very handy, this. It shows your map, current treasure haul, and works as a camera, which is essential for spotting shy spooks.*

HEALTH *Without any of this it's good night to Luigi's ghostbusting antics. Seek out extra hearts from the surrounding furniture.*

GHOSTS *Mean, dangerous, cunning and ripe for hoovering. Ferret them out with your torch, then suck them up to progress.*

LUIGI'S MANSION



INFO BURST

LUIGI'S MANSION

DEVELOPER:	Nintendo
PUBLISHER:	Nintendo
PLAYERS:	1
RUMBLE FUNCTION:	Yes
GBA LINK-UP:	No?
NUMBER OF DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
18 Nov	Spring	Now

COST: ¥6,800

Introducing a lean, green sucking machine...



WELCOME TO THE HOUSE OF FUN

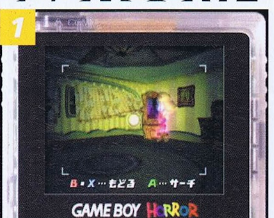
There's not much of an intro for *Luigi's Mansion*, but it does introduce you to what lies ahead rather nicely. It starts off with a rather jittery Luigi making his way through the woods to his recently acquired mansion looming in the distance. After this short sequence, you're straight into the main hallway where you can briefly familiarise yourself with the basic controls. Enter the first room and a new sequence kicks in where a strange little professor-type character introduces you to the vacuum cleaner. After a complete breakdown of the controls and the chance to practice your ghostbusting skills in a specially-designed arena, you're on your own. Good luck!

Cut scenes are few and far between – but are stunning nonetheless.

Luigi himself is superbly animated with a wide range of expressions.

CREEPY CORRIDORS 'N'

BEDROOM BOTHER



Enter this room and you you'll find it seemingly empty of ghostly presences. It's here that the old grey matter comes into play. Scan the room with your Game Boy Horror camera and target the resulting ghost in the viewfinder.



You won't be able to bag the old hag straight away, though, so pull back the curtain to distract her before sucking her up into your backpack. The reward? A key to the nursery.

These ceiling ghosts are a handy supply of hearts.



TINY TERROR



Another example of the kind of 'puzzle' you'll need to solve in Luigi's Mansion is in the nursery. After waking up the genuinely disturbing little babber, suck up the ball and take aim.



By smacking the ball into the unsuspecting baby's face you, unsurprisingly, make it all stroppy. He'll then whisk you off onto a giant cot to do battle. Now, where did we leave our nappies…?

FAN-TASTIC



You'll discover something truly great in this room. Point your vacuum at the fan on the ceiling and start hoovering. The longer you leave it going, the faster the fan rotates, finally spraying loads of lovely notes all over Luigi. Two very smart effects in one.

HAUNTED HALLWAYS



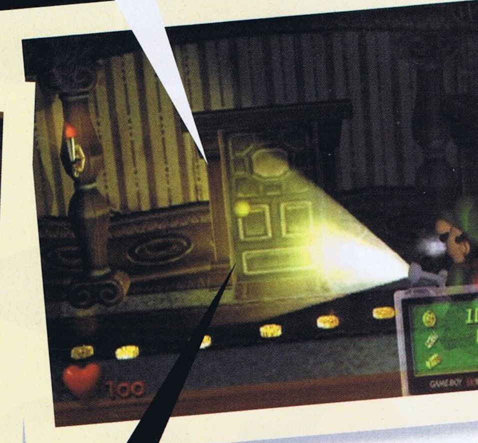
STOKE 'N' GLOW





Luigi's backpack can also blow as well as suck. Guide the plumber up to the fireplace, blast the embers with a strong burst of air and watch the fire erupt with a lovely golden glow. Beaut!

Smaller ghosts like mice are dead easy to trap.



TRAPS





Many corridors hold hidden dangers. Always be wary of doors which don't show up on the map as they'll fly open and squash Luigi against the wall. Annoying, but a nice effect all the same.

SPIRIT STUDIES



The first encounter with one of the trickier ghosts is a nice introduction to how Luigi's Mansion requires you to think. Here, you have to turn your back on the ghost in the rocking chair for him to reveal himself. Wait for him to yawn and you'll be given a prime opportunity to capture him.





SPECIAL SECRETS

Keep your eye out for anything strange or unusual. Take this little seedling for example – by visiting the garden every now and again and giving it a healthy dose of water, it will grow bit by bit before blooming into a massive treasure-giving flower. Luigi's Mansion is full of secrets like this – it just takes a little time to find them all and figure out how to exploit them.



Ghosts not only try to grab Luigi, but also lob bombs around. Tsk.

Always make sure you suck anything and everything inside the mansion.

GREAT BALLS OF FIRE

Marvellous. Not only is Luigi's vacuum cleaner a tasty piece of kit in it's own right, but it can also double up as a flamethrower, water cannon and ice blower – essential for catching them ghosts.

1



Clean all the ghosts out of this room and you'll be rewarded with the fire icon. With this in hand, you're now able to suck up fire energy.

2



Armed with your modified vacuum, head for the torch in the corner of the room and suck. A little fire sprite will now emerge to be captured.

3



Once it's safely in the backpack a meter appears on the bottom of the screen to indicate how much firepower you have.

4



Armed with your flame-hoover, you can now go out and light stuff with it. And those candles floating in mid-air sure look suspicious...

5



Use your Game Boy Horror camera to reveal the truth. There's a ghost there, ripe for the sucking – if you could actually make him appear.

6

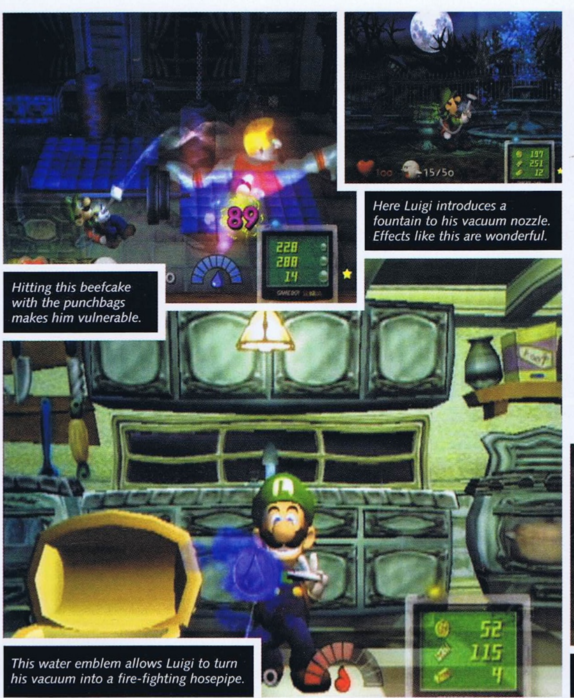


Whip out your blower and use it to torch his candles alight. Surprise, surprise – in a genuine Nintendo puzzling cliché, there he is!



Ever since Spaceworld 2000 wowed eager fans, we've been party to an ongoing flood of new media from Luigi's first proper outing. Now, after losing body weight through drooling, we've finally managed to get our hands on the skinny plumber's debut adventure.

Righty then. Slap the tiny green disc into the tray and turn on your beloved Gamecube. Chances are that if you're lucky enough to be an early adopter, *Luigi's Mansion* will be the first



Hitting this beefcake with the punchbags makes him vulnerable.

Here Luigi introduces a fountain to his vacuum nozzle. Effects like this are wonderful.

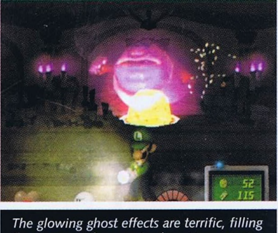
This water emblem allows Luigi to turn his vacuum into a fire-fighting hosepipe.

MIRROR MIRROR ON THE WALL





Focus your camera on a mirror and press A. This will warp the screen – sending you back to the main hallway and central hub of the game. Mirrors also have uses, from catching ghosts to solving puzzles. For example, while searching one of the back rooms in the mansion, it seems as though there's nothing of interest. Wrong. Looking in the mirror reveals a switch on the front wall. By using the reflection to position yourself correctly you can open up a secret room – just a minor example of how Gamecube's special effects can enhance your gaming pleasure.



The glowing ghost effects are terrific, filling the rooms with an eerie glow. Very smart.

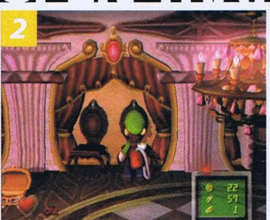
No matter where you go, you'll never be safe from the clutches of giggling ghosts.



DON'T YOU OPEN THAT TRAPDOOR



1 Sucking off a poster in the mirror room reveals the switch to a trapdoor, releasing a swarming mass of Boos. From here, it's up to you to track them down - and it's all the fault of this dastardly Big Boo.



2 Once you've managed to clear a room of all the 'normal' ghosts, your Game Boy Horror will let you know if there's a Boo hiding in the newly lit room. The only trouble is – how to find him? Here's where the GBH comes into its own.



3 Watch the flashing on the top of the GBH. If it starts flickering quickly before turning red, you're very close to the Boo's hiding place. Whip out your vacuum and start sucking the furniture. Eventually the little fella will show himself.



4 Once the Boo's been drawn out of hiding, all you have to do is keep sucking away at his energy. It's easier said than done – he can fly through walls, and you can't. With over 50 Boos to find, this habit can be very irritating.

game you pick up. Why? Because a Nintendo console launch just wouldn't be the same without a Brooklyn-based Italian plumber being involved, and, in any case, it's an almost cast-iron guarantee that you'll be indulging in a blissful gaming experience

Just a few seconds after turning on the 'Cube you begin to remember exactly why you love Nintendo. As the Mansion looms on the title screen you can't help but be quietly impressed by just how solid and accomplished it all looks. There's no doubt about it – even after just 15 seconds of looking at *Luigi's Mansion*, you can almost see the Nintendo varnish drying off. From the instantly accessible front end (instinctively navigable even with Japanese text) to the simple ghost-sucking practice mode, the design is consistently appealing, and before you know it, Luigi's tentatively pushing open the front door to the mansion before embarking on what is a genuinely original and thoroughly entertaining, not to mention spooky, little Nintendo adventure.

To the mansion born

So what's it all about then? Well, starting out in the mansion hallway, you explore the landing area before being presented with a key to the first room. Unexplored areas always begin in near total darkness, so it's up to you to manoeuvre Luigi around the gloom, shinning the torchlight via the analogue C-stick. Walking up to furniture, light fixtures and paintings and tapping the A button makes Luigi knock or shake the object of your attention, hopefully releasing money, health or, more importantly, ghosts. If a spectre reveals itself you quickly shine your torch to stun it before using the shoulder button to train your vacuum cleaner on the giggling ghoul and suck it into your backpack. Once all the ghosts have been found, the lights are turned on – indicating that the room is safe – and more often than not a chest will appear







WHISTLE WHILE YOU WORK





As Luigi trots around the mansion he'll whistle and hum the game's theme tune. Also, tapping at A makes him call out for Mario. As Luigi gets weaker his whistling takes on a decidedly more frantic pace – and hit A and he'll warble out a very worried-sounding "Maaaariiio?" Bless.



Reach the attic and things get even more frightening for poor Luigi.







On your travels you come across some right scary-looking folk – it's just a shame you can't read what they say.

TORCHLIGHT SERENADE



1 Now this we really do like. Entering this darkened music room, you can walk up to the instruments and jostle them into tuneful action.



2 Instrument by instrument, they all combine to play the theme from the original Super Mario Bros, awakening a ghostly composer.



3 The ghost will now play you a tune from a past Mario game. If you guess which instalment the song comes from, you get to hoover her up. Smart.

containing a key to another darkened mansion room – and so it continues.

If you were to believe some of the clearly delusional postings on some internet message boards, you'd think that was all there was to it. Not so. *Luigi's Mansion* is far more engaging than that. True, it's mostly a case of moving from room to room hunting down ghostly residents, but the experience is actually far more dynamic. While the standard ghosts can be easily dispatched with the torch and hoover combo, many others need to be trapped by far more devious means. In some instances you need to employ the scenery around you in conjuction with some of Luigi's gadgets – such as the Game Boy Horror – to seek out and capture them. Some ghosts can be seen *only* with the camera, and once they're identified you'll need to use the blow function on your vacuum to light candles and activate scenery around you to make them appear. In one instance, you have to ignore the ghosts altogether until they make themselves vulnerable, before distracting them and sucking them up. No matter how difficult it seems at first, the answers can always be found through thorough investigation of your surroundings and logical thinking.

Well, blow me

So in essence, *Luigi's Mansion* is very much a puzzler, where you're presented with a room of ghosts that can only be detected or trapped in increasingly elaborate ways. But don't let that put you off. Watching the beautifully animated and hugely expressive Luigi move around from room to room, sucking and blowing anything and everything is a joy to behold. The mansion's many environments, the characters and the interactive scenery are exceptionally solid, so much so that it's almost like controlling an Aardman Animations creation. This solidity goes a long way to creating a highly immersive atmosphere, and together with the





Use your water-powered vacuum cleaner to put out the flames blocking the doorway.

MORE CHEESE

We initially thought this might be a weird Rare joke-type-thing and spent an hour wandering the mansion looking for cheddar treasure and Wensleydale riches. But we felt like right fools when the cheese turned out to be the home of a ghost mouse, which promptly exploded into a shower of coins.



The mansion is surprisingly large, and will take you to some seriously odd locations. Careful now.

PARLOUR TRICKERY



Luigi's Mansion is full of curtains and other assorted cloths that can be sucked from furniture. Bedspreads, teatowels, dusters – you name it, Luigi's vacuum can suck it off with the most gorgeous rippling effect we've ever seen. He can also pull off the age-old rip-off-the-tablecloth-and-leave-everything-standing trick with ease – but what's even more impressive is that when he leaves the room, everything spookily returns to it's normal state.
It's incredible.

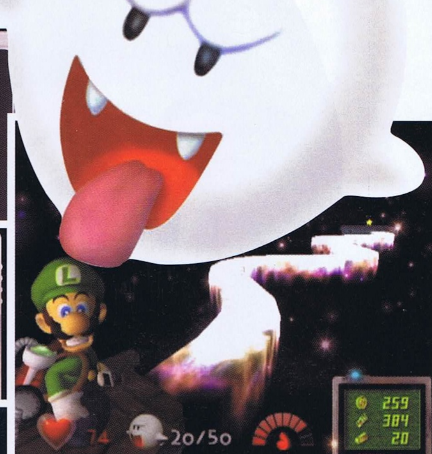


Down this well you'll near the awful truth – but we won't spoil it for you.





The GBH map tells you where you're going, where you've been, and which keys work and where.



multitude of superb graphical effects – mirrors, silhouettes, rippling shower curtains and Luigi's misty breath – makes Luigi's haunted predicament all the more believable. And a word of warning – the soundtrack to *Luigi's Mansion* is possibly the most infectious you're ever likely to hear, probably because it's actually hummed and whistled by Luigi himself. If you're anything like us, you'll find yourself totally incapable of not humming it throughout your daily life – and in a way there's something rather reassuring about that, as nearly all of Nintendo's classic games have had *exactly* the same brain-drilling musical effect.

It's out there, man!

Naturally, this is all the kind of attention to detail you'd expect from Nintendo, but what about innovation? You won't be disappointed here either. There are some remarkably well thought-out set pieces throughout the adventure. The bosses in particular make for some very pleasant surprises, requiring some tricky tactics, controller dexterity and a little luck to be successful. While beating them isn't exactly the trickiest task in the world, there's a great deal of satisfaction to be gained from figuring out their weaknesses.

But the most innovative aspect of *Luigi's Mansion* is the actual game as a whole. For want of a better phrase, it's well and truly 'out there'. There's nothing that can *really* lay claim to influencing the game's direction other than Nintendo's immensely talented R&D department. The subtle blend of exploration, puzzling, and, er, sucking, makes for some strangely compelling and therapeutic gameplaying, the likes of which you won't find anywhere else. In fact, if anything is responsible for the way *Luigi's Mansion* was created then it has to be the Gamecube's frankly awesome controller. Much like *Super Mario 64* was to the N64, *Luigi's Mansion* is a practice ground for getting your head around the twin-stick

These two little tykes are a bothersome pair – suck 'em, Luigi!

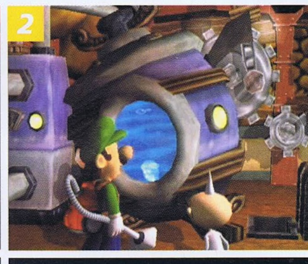
Keys like this are normally your reward for seeing off ghosts.

Attempting to go through these sealed doors will harm the plumber.

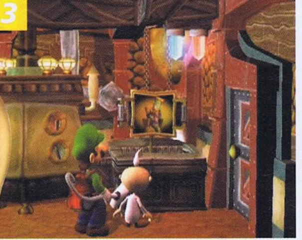
SEAL THE SPIRITS



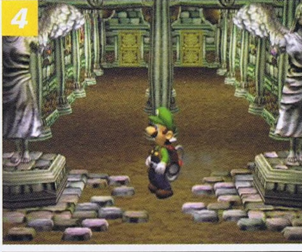
After bagging one of the bigger bosses you'll have to find a way to dispose of it safely – thankfully the professor is on hand to help.



Once your bag is full, you'll automatically be taken back to his shed to empty your vacuum cleaner into the Ghostbusters-style chamber.



Now, this is where it all gets a bit weird. Once inside the chamber, the ghosts are sealed safely away inside special paintings.



Once trapped, you you hang the painting in your trophy room. The more gold and ghosts you collect, the more impressive the room becomes.

control, kidney-shaped buttons and chunky shoulder triggers. Manoeuvring Luigi around with the main stick while controlling the torch and hoover with the C-stick is initially tricky, but you'll soon be a dual-analogue master, hoovering up wailing ghosts like a plumber possessed.

So, *Luigi's Mansion* is a perfectly crafted piece of software, but – and as much as it really pains us to say this – it's not without it faults. Well, just the *one* fault, to be honest. The size of the thing. It's short. As remarkable as *Luigi's Mansion* is, there just isn't enough of it, and as a result you can't help but be left wanting. Every member of the **NGC** team has played through it, and no-one spent longer than eight-or-so hours beating it, with most of the collectables uncovered. Now call us picky, but eight hours of play does not a classic make – although there is some incentive to play through again to beat your own score. Each time you finish the game you're given a slightly-



Thankfully, Toad is always on hand to save your game in times of need.


Just check out the shadows! Nintendo have lavished attention on Luigi's first outing.



Get hurt too often and the stress will start to show, with Luigi panting under the strain. Ahh.

TREASURE HUNTER

Your score is of great importance in Luigi's Mansion. By sucking and jostling every piece of furniture, you'll uncover gold bullion, jewels, notes and coins. The bigger hauls of cash can only be found by seeking out hidden areas and fulfilling certain criteria. The larger your score at the end, the better your ending sequence will be – so get hunting!

Suck ghosts up by pulling away from them on the analogue stick – kinda like fishing, really.





improved hoover, making hunting secrets and hidden treasure much easier and ensuring that repeating parts of the game doesn't become too much of a chore. But souped-up hoover or no souped-up hoover, you're covering the same ground as you did the first time, albeit a whole lot quicker.

So, the question boils down to one thing: is *Luigi's Mansion* worth investing in? Well, due to the consistent excellence of the experience, we'd say *absolutely*. You won't find anything quite like this game anywhere, especially when you consider how beautifully presented it is – a testament to Gamecube's power.

We can sum up *Luigi's Mansion* by asking: what's important in a game? We reckon it's experiencing a thoroughly enjoyable, original and beautiful adventure that will be ingrained in your memory for the rest of your gaming life. In which case, *Luigi's Mansion* is not to be missed.

GERAINT EVANS

SHADOWMAN



This is one of the best effects in *Luigi's Mansion,* as the lighting throughout is superb. In one instance you can only see a bathing ghost by her rippling shadow on the shower curtain – this effect is taken further in the 'cinema room', where in order to progress you have to turn on a projector, which casts a ghostly shadow on the screen on the back wall. Brilliant.

SWEET FX

LUIGI'S MANSION



- Solid and gorgeous in every conceivable way.
- Genuinely original and superb fun from start to finish.



- Very short with limited replayability.
- A lot of needless walking around.
- A little shallower than we'd have hoped.

IF YOU LIKE THIS...

Super Mario 64
Nintendo
NGC/1, 96%
The introduction to N64 gaming the system demanded.



9 VISUALS



Beautifully rendered with some excellent effects. It's a living cartoon – sublime in every way.



8 SOUNDS

Typically Nintendo. You won't stop humming the theme for weeks and the effects are spot-on.



8 MASTERY

Makes use of GC's power, but occasionally slows down – the console's capable of more.



6 LIFESPAN

A joy to play, but after a month or so you'll be left wanting, no matter how good the game is.

VERDICT

Stunning to look at and great fun – just slightly lacking in depth.



NGC STAR GAME

RACERS The original Wave Race 64 riders have been joined by the extreme sportsters from 1080° Snowboarding, all of whom get the crowd whooping with a repertoire of silky stunts.

TURBO New to Blue Storm is the Turbo system. Weave your way around five buoys and you can slam on the gas, giving Wave Race a much-needed shot of super-speed.

WATER The world's most realistic water? You'd better believe it. It's as though someone's poured a crateful of Evian into your TV as Wave Race's waves bob, ripple, shimmer, tumble, crash and splash.

SCENERY The backgrounds are gorgeous – but even better is all the stuff going on around you. Dolphins swimming beneath the surface, glacier chunks tumbling into the water, and much, much more. Glorious.

WAVE RACE BLUE STORM

Addicted to drink? You will be.



INFO BURST

WAVE RACE: BLUE STORM

DEVELOPER:	NST
PUBLISHER:	Nintendo
PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
GBA CONNECT:	No
NUMBER OF DISCS:	1
ONLINE PLAY:	No

WHEN'S IT OUT?

US	UK	Japan
Nov 18	Spring	Now

COST: ¥6,800



Godlike steering is required for this tunnel.





TUTE ON!

NST have squeezed a comprehensive tutorial on to the Blue Storm disc, so you can gawp at all the moves and stunts, then give them a go yourself. Most of it's pretty obvious stuff, but veteran Wave Racers will appreciate the chance to learn the new – and often extremely silly – stunts that are on offer.



CLICK! CLICK-CLICK!

What's that Flipper? You're here to tell us about Wave Race: Blue Storm's multitude of modes? Let's go!



CHAMPIONSHIP *You can tackle the trophy races in any order. Because the weather varies for each round, that means you can tactically match your favourite tracks to the best conditions. A very nice addition.*

TIME TRIAL *A track clear of rival riders means you can maximise your wave-surfing, buoy-negotiating, shortcut-taking skills. You can save a single favourite best performance to the memory card, too.*





STUNT MODE *A superb idea, first seen in Wave Race 64. You're still against the clock, but the main aim is to rack up points by steering through rings, leaping off ramps and performing stunt after stunt after stunt.*

FREE RUN *If you're tired of the clock/score meter/other riders breathing down your neck, this allows you to explore the beautiful tracks in your own time – and search out the plentiful shortcuts and secrets.*



Your efforts to steer around a buoy will often be scuppered by rival racers, who'll simply barge you off course to keep to their own route. Water rage?

Too much time spent in the air makes for a slower race time.



It's four years since the original Wave Race splashed onto N64 and redefined racing with its lip-smackingly lifelike water and jetski jostling. Now, courtesy of US coders NST, it's back for a new generation…

They say we humans, with our fishy ancestors, have developed a unique affinity with water. That doesn't explain why some joyless idiots wear raincoats on Alton Towers' Log Flume, but it *does* give an idea why watery racers like *Wave Race* hold a particular appeal. *Wave Race 64*, one of the N64's very first games, beautifully exploited our love of the wet stuff. Authentic waves that glistened in the sunlight and rippled, bobbed and crashed just like the real thing made up most of its appeal. Videogaming had never seen water so *real*, and crashing through the waters on a jetski, leaping off a wave here and dunking below the surface there, kicking up drops of water like clouds of confetti, made tarmac-based racing seem suddenly very, very dull.

So, the good news: *Wave Race: Blue Storm* is every bit as good as its N64 daddy. The bad news is that in *some* areas, it's rough around the edges to say the least. But by mixing up old ideas with new, developers NST have more than equalled Nintendo's original masterpiece.

The big (old) blue

It's partly because NST have avoided

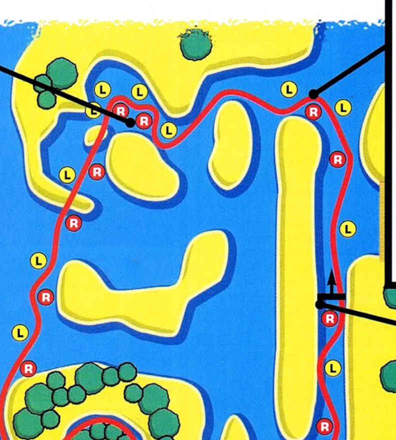
ETHNIC LAGOON

The game's first course – odd name, but it plays great...

BUOYS

Pass the yellow buoys on the left and the red on the right, or miss five in succession for instant game over. Each group of three or four – such as these near Ethnic Lagoon's start line – usually has a nice straight line running through it. Hit that line and you'll feel like God. On a jetski.





TURNING

There's a subtlety to Blue Storm's controls that other watery racers can only dream of.

1 For the first corner, simply shoving the analogue stick left should drag you around with very little incident.

2 Sharper turns require sharper turning – pull back on the stick to spin on a sixpence.

3 Press L or R to stick your foot in the drink for even tighter control, ideal for getting around S-bends like this.







BONUS BOOST



Interestingly, riding over certain parts of scenery – such as this little ramp – give you an automatic burst of speed. Nice little detail to know.

ALTERNATIVE ROUTES

On the Hard route, take a good hard look at this cracked wall – in fact, take a really close look and you'll smash through, revealing a handy shortcut.



RIVAL RIDERS

It won't take long to realise that the super-intelligent riders don't just want to win – they're out for blood. Your leg kick can sometimes send them flying, but you're better off simply avoiding confrontation with the Turbo.



DOLPHIN PARK

It's a return to *Wave Race 64*'s Dolphin Park for the first championship, but hasn't it grown? The natural rock arch still stands, the speed-sapping sandy beach is as dangerous to approach as ever, and the native dolphins still dive and dance alongside your jetski – but everything looks at least ten billion times as good as it did on N64. The landscape and the gently bobbing waters stretch *miles* off into the distance, and you can see below the waves and stare in awe at the captivating coral reef. Gasp.







Dolphins follow in your wake – and, depressingly, actually overtake at points.



the temptation to do too much of their own thing. At least 90 per cent of *Blue Storm* has consciously been copied from its forebear. The soothing "Welcome to…" speech before each round, the 'ting' sound that rings out as you snake around each buoy – even a couple of the tracks have been dragged over from the original. If you've never played *Wave Race*, you could argue that's all laziness on NST's part; if you *have*, you'll appreciate that it's best not to mess with perfection, and, like listening to a new Oasis album, you'll be filled with the warm glow that comes with experiencing something new, yet comfortingly familiar.

Of course, where NST have improvements, they're hardly subtle. The water, simply, is too good for words. It's hard to play *Blue Storm* without a small crowd gathering behind to "Ooh!", "Ahh!" and "Lawks!" as the Gamecube recreates an entire ocean on your TV.

Holy water!

Some of the most gobsmacking features are obvious from screenshots – the entire landscape reflected on the shimmering surface, the still waters

SOUTHERN BEACH

First seen in Wave Race 64. What a beauty!

SHORTCUT

Another one of those auto-turboing shortcuts, but it's a toughie. Veer left just after the start to find this narrow set of steps that cut out the first hairpin bend.

MISSED!

The snaking routes make missing buoys an inevitability – and the punishment is harsh. Not only do you slow down and have your turbo meter reset to zero, you also have just four misses left until game over.

TWO WAYS

One of the pleasures of Blue Storm is the freedom to do things your own way. You could simply race around this pier, for example – but you can also soar over it with the aid of a local ramp, or leap and dive to tunnel underneath it.

MULTIPLE ROUTES

The tide gradually goes out on Southern Beach, demonstrating the different course layouts for each Wave Race lap. ***Lap one****, and with the water at its highest, you can simply buzz straight over this submerged boat.* ***Lap two****, where the tide has receded to reveal a ramp, which can be used to leap over the now floating barge.* ***Lap three****, and even reaching the boat is tricky – the low tide reveals previously sunken rocks and other obstacles.*

HOP IT

Southern Beach's coast features rows of mini-waves, which will bump you up and down as you race through, slowing you down. To avoid that, use B to dampen your bounce, or push forward to avoid too much time spent in the air.

THE WEATHER SYSTEM

With Blue Storm's variable weather, you'll be experiencing water from above as well as below.



FOGGY *Usually means slightly bigger waves and little else, although you might see the light conditions change as the race nears its end.*

OVERCAST *Light rain, but it's the wind that makes things tricky, whipping up the waves and making it harder to steer around buoys and turn tightly.*

HEAVY RAIN *Look – you can see it pelting down and peppering the water with circular splashes, and raindrops will actually moisten the 'camera' lens.*

THUNDERSTORM *Darkened skies; forked lightning on the horizon; waves that rise to the top of the screen and literally crash down. This. Is. Incredible.*

dotted with splashes from thousands of raindrops, the menacing killer whales glimpsed beneath the arctic sea. It's incidental details like this that give *Blue Storm* its initial kick, and knock *Wave Race 64*'s visuals – once groundbreaking, now laughably primitive – into a cocked hat.

But still screenshots can't hope to express just how magnificent *Blue Storms*'s water is in motion. Early on, clear weather and the gentle bobbing of the huge expanse of ocean ahead is reason enough to gasp – especially on Dolphin Park, where colourful blooms of coral reef are clearly visible in the crystal-clear waters. But later, the waves arrive, and arrive in style – rolling in from every direction, visibly rippling and tumbling, causing buoys and floating crates to leap and dance in their wake. And unlike *Wave Race 64*, which craftily placed its camera low to disguise how few waves it was managing to draw, *Blue Storm* oceans are visibly tumultuous even miles away.

Wave Race veterans will experience a familiar feeling as they weave their jetski around the unforgiving ocean – the sensation of actually *being* there. It sounds ridiculous, we know. But plug your Gamecube into a big TV, don a pair of headphones, and the huge plumes of water that explode out of the screen with a deafening crash as you plough through a wave head-on are so *real*, it almost seems as if they're right there in your living room.

Splash! Ahh-ahhh!

When the rain comes, *Blue Storm* graduates from simply impressive to totally immersive. Water streams down the screen, the lens of the 'camera' is dotted with splashes of water, distant dark clouds glow ominously as lightning rips through them – and unlikely as it seems, you actually *feel* cold. It's all a

ASPEN LAKE

Wave Race 64's Drake Lake in all but name...

SOUNDS GOOD

If you're wearing headphones, the waterfall can come as a bit of a shock, 'appearing' suddenly on your right side as you pass, and making one heck of a din.

FROZEN FOLK

Try not to glance at Aspen Lake's trackside, or you'll be subjected to the disturbing sight of these happy campers, bizarrely stuck in their positions forever. You'll see the odd grizzly bear wandering nearby – maybe they're frozen in fright.

MULTIPLE ROUTES

Aspen Lake is the perfect example of the multiple routes used for the Easy, Hard and Expert championships on all tracks. On Easy, you've a fairly simple route around the ring-shaped lake, making finishing in pole position a cinch. On later levels, the buoys change layout, taking you on a jetski-wrecking path between the area's many rocks and boulders. Nightmarish.

SMASHING!

Drive up a small ramp near the course's end and you'll turbo – and break the wooden start sign to bits if you time it right.

PLAY MISTY

The weather conditions of good old Drake Lake are replicated in 'Misty' mode, in tribute to Wave Race 64. On lap one, you're thrown into a real pea-souper – but as lap two begins, the skies clear to reveal the beautiful crystal-clear waters. We guarantee there'll be a tear in your eye.

NICE TOUCH

Blue Storm's best incidental touches...



PENGUINS *Unsurprisingly, you'll spot these on the Arctic Ocean course, staring dejectedly from up high as you race past.*

RIPPLES *As each course loads – it only takes a few seconds – you can create your own water patterns on this screen using the analogue. Nice.*

FIREWORKS *If you make it to the Expert mode, a section of City Harbor is illuminated by a stunning fireworks display. Don't get distracted now...*

CRATES *Another City Harbor speciality, as colossal crates come crashing down from on high – creating a handy ramp for later laps.*

perfect demonstration of how to correctly apply Gamecube's power. In the hands of a lesser developer, you'd have had photo-quality backgrounds and jetskis decorated in reflective paint. NST, however, have directed the machine's power at the water and the weather, and the results are staggering.

We could harp on about the water all day, but *Wave Race*'s real genius lies in the way your jetski interacts with it. Every ripple, no matter how tiny, has an effect on your machine – and equally, every touch on the stick, no matter how slight, does too. So, the skill lies in not just snaking your way around the deviously-placed buoys, but also using the currents – which are anything but random – to your advantage.

Wave on

The best and most exhilarating example crops up on the first track proper, Ethnic Lagoon. Near the finish, a tall rolling wave comes sweeping in from the right. Get it wrong and you'll simply smash through it. Get it right, and you'll catch the top of the wave, and with judicious use of a turbo, ride the crest all the way to the finish line.

This, in combination with the simple-yet-subtle controls that allow the jetski to turn, dip, pull back, speed up and somersault with ease, makes *Blue Storm* much deeper than it first appears. After a few hours, you'll be speeding round the track with only a handful of scrapes – after a few days, you'll be slingshotting around buoys and cutting a turbo-charged swathe through the troughs between house-sized waves. By then, you'll appreciate that the waves aren't just there for effect, but are there to be studied and exploited for tip-top times.

And you'd better practise – because *Wave Race: Blue Storm* is *tough*. Giant waves throw you off course, wooden

CITY HARBOR

Joyriding around an American city in the dead of night...

OBSTACLES

Unlike in the original Wave Race, obstacles aren't just there to slow you down.

1 *Bobbing* ***crates*** *can be smashed through – but you'll need to get up some speed.*

2 *Great slabs of* ***rock*** *act as impromptu ramps, allowing you to leap over stuff.*

3 *Give a rival rider a shove and they'll go barging into objects like... er, barges.*

WAKES

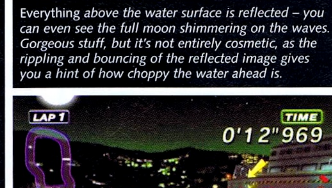
On Hard mode, the route takes you between two docked liners. There's a gorgeous wave slapping against the twin boats – subtle analogue touches allow you to speed across the top of it. Sheer brilliance.

RAMPS

It might be fun to scream up and over ramps, but it doesn't half slow you down. Steering around them can give you the edge over the CPU.

REFLECTIONS

Everything above the water surface is reflected – you can even see the full moon shimmering on the waves. Gorgeous stuff, but it's not entirely cosmetic, as the rippling and bouncing of the reflected image gives you a hint of how choppy the water ahead is.



BIG WAVES

Sunken City is where the water really starts rumbling, and NST truly show off their skills. You'll feel ill as the waves send your jetski lurching up and down – but the splashing, crashing H2O looks incredible, and learning to ride the crest of a wave by pulling back on the stick is a joy.

STUNTS

Over 14 stunts are accessible in *Blue Storm* – and they all take your Turbo meter up a notch. Here's a few...







posts and rocks are perfectly placed to throw you off your bike – and, nail-tearingly, the CPU racers have graduated from the *Mario Kart 64* school of racing, with magical acceleration, flawless steering, and a nasty tendency to simply bash you off your bike to take the lead.

Get down and dirty

Some Wave Racers won't like the idea of dishonest rivals – it didn't happen in *Wave Race 64*, and admittedly had us coming close to testing how resistant our brand-new Gamecubes would be to being punched repeatedly. But you're guaranteed a nail-biting race with lots of heart-stopping jostling amongst the pack of eight. And there's nothing more satisfying than wreaking revenge on cocky CPU players and screaming over the finish in first place.

So, what about those problems? The time trial mode is the worst culprit. *Blue Storm*'s sublime racing *should* have made for many enjoyable months spent obsessively shaving milliseconds off your best times. It *is* fun – until you clock up your first top time...

Ghost in the machine

Like all racing games, you're then up against a ghostly apparition of that record-breaking performance – but for some inexplicable reason, your best run *isn't* recreated by a jetski, but by – get this – a *tiny hovering helicopter*. It's an absolutely appalling idea. It means you can't judge the nuances of your last run, compare new techniques with old, work out whether shortcuts *are* actually shortcuts – you're not even able to tell if you're ahead or behind of your little helicopter buddy at any particularly moment, because *he doesn't even appear on the track map*. As such, beating your own best times becomes a matter of pot luck rather than skill, and

ARCTIC OCEAN

It's as cold as ice, but there's no sacrifice of speed.

ICE MAGIC

Halfway around the course, a slab of ice slides off a glacier, creating the biggest wave you've ever seen in your life. Heart-stopping stuff.

RUMBLE

How am I driving? Brilliantly, the joypad's built-in rumbler tells all. Heavy jolts mean your craft's bouncing all over the shop – push back or forward and you'll ride the top or bottom of big waves, and the pad will stop juddering to show you're riding 'radical'. Magic.

ANIMALS

Now you're in the arctic circle, where polar bears stare at you from atop icebergs – and, gob-smackingly, killer whales can be glimpsed below the surface. And that's before the black-and-white fellas come leaping out the water, right in front of your jetski...

SHORTCUT

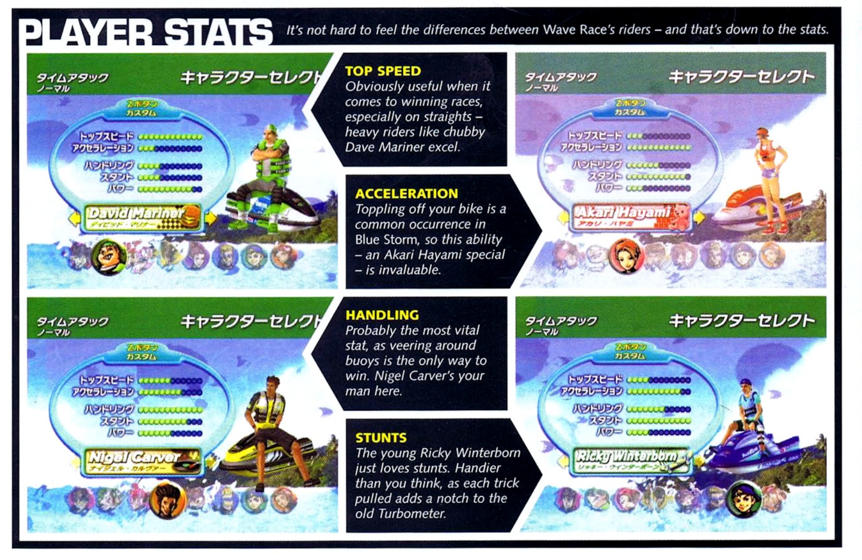
Another neat shortcut – hop over a small slab of ice to leap through this gigantic arch. As you approach it, the sheer scale of this course becomes eye-wateringly clear; it's as though the whole ocean is stretched out in front of you. Make the most of the sense of freedom with a cheeky turbo.

REPLAY

New to Wave Race: Blue Storm is this replay mode that rewinds the entire race before your eyes.

PLAYER STATS

It's not hard to feel the differences between Wave Race's riders – and that's down to the stats.



TOP SPEED
Obviously useful when it comes to winning races, especially on straights – heavy riders like chubby Dave Mariner excel.

ACCELERATION
Toppling off your bike is a common occurrence in Blue Storm, so this ability – an Akari Hayami special – is invaluable.

HANDLING
Probably the most vital stat, as veering around buoys is the only way to win. Nigel Carver's your man here.

STUNTS
The young Ricky Winterborn just loves stunts. Handier than you think, as each trick pulled adds a notch to the old Turbometer.



Big Dave Mariner struggles to turn at the best of times. But in mid-air? Forget it.



Most wooden objects will splinter if you race your jetski through them. Vandal!

AND THE REST

A sneak peek at Blue Storm*'s final two courses – we don't want to spoil all the surprises for you…*

AQUA MAZE

The 'streets' of this mock Venice veer viciously left and right – you'll need to pull back and use R to make it around. This is where the turbo reveals one of its many hidden facets. Use it to sharpen up your turn – or, in our case, smash into a concrete wall every single bleedin' time.









VICTORY GATE

You'll be ploughing into huge rocks every few seconds here, highlighting one of *Blue Storm*'s most irritating features. Fall off, and your jetski will whirl around to face in the *wrong direction*. And is swinging the bike around easy? Is it heck. Swinging it back round seems to take 100 years, as the rest of the pack screams past.





SHHH!

It's a secret! Speed out of the course boundary on Dolphin Park and you'll find this mysterious ring of buoys – and some truly spectacular waves in the middle. What's it all about? We've absolutely no idea, although perhaps the dolphin who tags along with you is a clue.

Another failed shortcut attempt – we're about to smash straight into that bridge. Curses.

Like Wave Race 64, this has set the standard by which all future water-based games will be judged.

The replay mode recreates your best racing moments.

We've made it through the ring – but fallen off. Grrr.

You'll need a decent TV to get the most out of Wave Race: Blue Storm – but even on a cheap portable, it looks tops.

the *Blue Storm* mode with the most potential lies in ruins.

That's not the only problem we have with *Wave Race*. The multiplayer isn't much cop either, because of a lack of a handicap option – unless your mates have been playing *Blue Storm* as obsessively as you have, races are boring, boring, boring. The points-based stunt mode is much better, but having to wait for the game to cycle through five different screens between each try soon becomes very grating. And the game is worryingly short of bonus modes and extras. If you've completed the four championships, you've pretty much seen everything there is on offer.

But if you can live with those issues – and we certainly can – *Wave Race: Blue Storm* is a sublime racer. If we didn't know better, we'd have this down as another Nintendo first-party masterpiece – as it is, the geniuses at NST have done the original *Wave Race 64* team proud. Come on everybody – dive in!

MARK GREEN

WAVE RACE BLUE STORM

+

- Stomach-churningly realistic water.
- Unparalelled depth to the controls.
- Brilliant racing that's constantly challenging.



- The cheaty riders and evil course layout will make your blood boil.
- Multiplayer and time trial are disappointing.

IF YOU LIKE THIS...

Wave Race 64
NGC/2, 90%
Goes without saying, really. Flawless racing, but starting to show its age





It's not just the most authenic water in existence – the animation on the riders and scenery is also tops.



Great tunes, and with headphones or a decent stereo, the water's spine-chillingly real.



NST prove as capable as The Big N themselves. The multiplayer, in particular, is super-speedy.



So tough it could be Christmas before you finish it – it's just a shame about that time trial nonsense.

VERDICT

A few niggles, but they're a drop in the ocean compared to the sublime, eye-popping racing on offer. Storming.

91

Super Monkey Ball is only available in Japan. If you want to get hold of a copy, ring CA Games on 0141 334 3901.

NGC STAR GAME

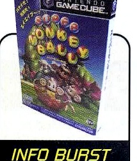
BANANAS *A bit like stars in a Mario game, for example. Collect 100 of these and it's an extra life for you.*

NARROW BIT *This is what analogue gaming is all about. Precision movement is required along with nerves of steel.*

HOLE *Where you'll spend most of your life. A weird cityscape is below, and nobody knows what happens to monkeys who fall.*

TRICKY BIT *Guaranteed to take years off your life through worry. It's obvious what you have to do, but it'll take practice.*

START HERE *Your chimp needs to roll all the way from here to the finish line without falling. You really feel for 'em.*



SUPER MONKEY BALL

A little bit of monkey magic.

INFO BURST

SUPER MONKEY BALL

DEVELOPER:	Amusement Vision
PUBLISHER:	Sega
PLAYERS:	1-4
RUMBLE FUNCTION:	Yes
ONLINE PLAY:	No
NUMBER OF DISCS:	1
GBA LINK-UP:	No

WHEN'S IT OUT?



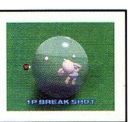
18 Nov | TBA | Now

COST: ¥5,800



Get the cueball nearest the cushion to see who goes first.

A shower of confetti and plenty of 'nanas for the winner. Hooray!



BAIZE DAZE

Have a look at this screenshot from Monkey Billiards. The camera zooms right in and what you first assumed was a plain green surface turns out to be fully-detailed baize with the same diamonding pattern as you get on the real thing. Gamecube does this sort of impressive detail easily, and doesn't even make a fuss over it...

COMPETITION MODE



It may seem like you simply have a choice between the main game and multiplayer fun, as is traditional in games. However, *Super Monkey Ball* gives you not one but two ways to combine the two together. In the normal game you can take it in turns to have a stab at each course and see how far you get, or you can try all at the same time. The latter is extremely difficult to keep track of, despite the fact that you can't hit each other. But if you only have one controller, the former is just the business.



Sega's decision to devote themselves to becoming the biggest publisher of games for other people's systems caused both concern and excitement. But if the rest are as good as this, they're more than welcome...

The idea is both ridiculously simple and simply ridiculous. If you remember the Atlasphere in Gladiators, you'll know what's coming. You tilt the board in the main game to push your spherical prison in the direction you want to go, but you're subject to accurate, and thus horribly frustrating, physics. Furthermore, you are faced with a simple choice of tactics at the beginning of each level. Go straight for the end of the level in as quick a time as possible, or try to collect all the bananas and get a big score that way. There's an added incentive to get 100 'nanas in the form of a valuable extra life, too.

Things start pleasantly enough, and by the time you get through the first set of ten levels, you'll feel you have a degree of proficiency at rolling your simian around. When you attempt Advanced or Expert, however, you're into a whole new world of hurt. *Super Monkey Ball* then becomes a pad-wrenching, nerve-exhausting marathon that will have you in a trembling, cold sweat, thumb hammering at A for that elusive "one more go". This is the kind of gaming Sega specialise in – instantly addictive, exciting and fun.

Length is strength

To suggest that *Super Monkey Ball* is hard would be like describing *Shadowman* as "a bit dark in places". If you get through all three modes without using a continue, which is bordering on the superhuman, you're rewarded with *another* three super-challenging modes. Complete *them* and you get Master mode. The day someone shows us that they've completed *Super Monkey Ball* is the day we hang up our pads and admit defeat. Yet it's so thoroughly compelling that you'll try for weeks to do just that.

Prime Mates

To aid you in your quest, you have three chimps at your disposal, each

MINIGAMES

2500 points are required to unlock each of these, but they're all worth the effort. Oh, yes...







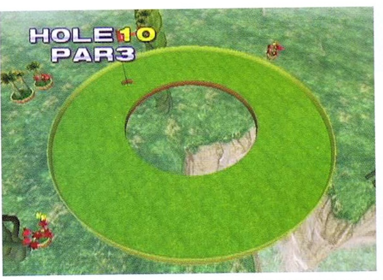
MONKEY BILLIARDS: *It certainly is snooker loopy when you take on the computer in a game of nine-ball pool. There isn't so much of the wacky antics you get in the other minigames, but it's a solidly enjoyable billiards game that proves an entertaining alternative to more po-faced snooker games. You can't do quite as much as in, say, Virtual Pool 64, but it has just as much going for it. You can even adjust the difficulty level.*





Golf is a good walk spoiled, as Mark Twain once said. It may start off gentle and relaxing, but mania isn't far away....





MONKEY GOLF: *It starts off as a sedate golf game much like Mario Golf, but soon ends up tying your brain in knots as you attempt to defy gravity and calculate near-impossible angles on the kind of holes that would have Tiger Woods shaking his head in disbelief. It'll really test your mental skills, trying to work out what power is required, and where to stop the power meter. Three words of advice from 'Caddyshack': Be the ball...*







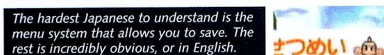
MONKEY BOWLING: *Probably the best of the three, as it's the one we come back to most, apart from Monkey Target. It's a finely-balanced standard ten-pin game. First, position your ball. Next, stop the line on where you want your ball to go. That's the hard part. Finally, you can decide on the power and apply spin with the shoulder buttons. Brilliant fun, and a true demonstration of what the shoulder analogues can do.*











The hardest Japanese to understand is the menu system that allows you to save. The rest is incredibly obvious, or in English.



The feeling of elation you get when you complete a level after dying 20 times has to be felt to be believed. Great stuff.



MeeMee has a good balance of agility and power. She also does a seductive wiggle when you do well.

subtly different in size and handling. Baby and MeeMee, for example, will respond readily to your touch, but don't have the sometimes useful raw power of AiAi and Gamecube-exclusive great ape GonGon. Each of these comes into its own on certain courses. On a map where precision control and the ability to keep still is paramount, Baby is useful. However, there are several levels and game modes where power is a vital attribute. And you can't change monkeys mid-game, which complicates things. Still, at least Practice Mode allows you to work through the trickier levels to your heart's content without playing through the rest of the game.

Four of the best

Sound nice? We haven't told you about the best bit yet. Simply, the numerous multiplayer modes are what make this game among the top flight of titles available on any format, let alone a spankingly new one. You can take turns having a stab at the main game, or play all at the same time – which is a chaotic experience, to say the least. It doesn't allow competitive play, so much as cooperative – you can't bounce each other off, but you can see what your friends are doing. If you tire of that, there's a wealth of alternatives on offer, from the sedate and strategic to the manic and furious…

Mode mania

First, we have Monkey Race. Set on a series of specially-designed courses, the objective is simply to get to the finish line as quickly as possible. Like a trimmed-down version of *Mario Kart*, there are a few power-ups scattered about for you to scupper your opponents' chances with. Then there are bombs, which will often simply blow

PARTY GAMES





MONKEY RACE: *Simply pelt it around the courses faster than your chums. Power-ups are vital, from the very annoying banana skins (a la Mario Kart) to the even more annoying one that turns your ball into an ice cube. Brilliant fun, but you need several controllers to make the most of it. More tracks might have been nice, too. There's even a Time Trial mode so you can have a go by yourself. Sega have thought of everything.*





MONKEY FIGHT: *A very simple 2D basher. Your ball has a spring-loaded boxing glove stuck on the front, which can be upgraded to a longer one or an oversized comedy version. The person who knocks most people out and falls out the least is the winner. Not as simple as it sounds, but a lot more fun. To nab a power-up, you have to smash a box to bits, by which time every scavenging mutt is hanging around the place…*

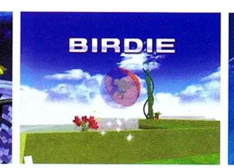




MONKEY TARGET: *Arguably the pick of the bunch. Start your monkey rolling down a ski slope, then hit A to open the ball to make some wings. Then glide, Pilotwings style, to collect bananas and land on a variety of nasty platforms. The 'nanas give you the ability to halt the wind, come to a complete stop or double your score. Nice!*





Bright, colourful and very, very stupid. The world needs more 'zany' stuff like this, we say.

POTENTIAL DEATHTRAP

Know your enemy. You won't believe some of the horrors in store.



NARROW BITS *There are some wafer-thin bits you have to negotiate from time to time. They require supreme patience and ultra-fine control. Woah!*



DINGERS *Here's the pain. These boys function like their counterparts on many a pinball table, sending you careering off into outer space. Argh!*



SLIDING SQUARES *From time to time, you have to stay put on a tiny square that's moving in and out of the middle. It's very hard and will make you swear.*



PUSHERS *These move back and forth, trying to push you off. Thankfully, your ball cannot be burst, but your bubble certainly can. The horror, the horror!*



STOPPERS *The worst thing about these is that you have to move them the wrong way in order to squeeze past. Oh, forget it. We give up. End.*



DOLE QUEUE

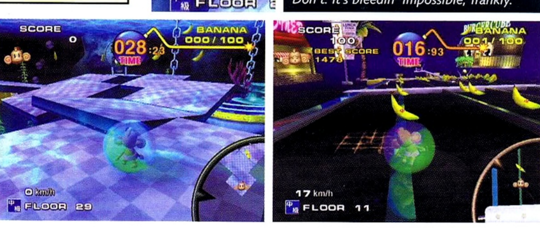
When you first start playing, some pretty odd corporate product placement will become instantly obvious. All the bananas are Dole bananas, but we were left wondering whether Sega and Nintendo are so strapped for cash that they needed a little moolah injection. We just don't understand it, and that's annoying. At least in Wave Race it was in the form of posters and billboards that were vaguely realistic. Hopefully this trend will die.



As you can see on the left here, some swine has just made our little ball into a spiky treat. Laugh it up, monkey nuts.



Ever tried balancing on a guitar wire? Don't. It's bleedin' impossible, frankly.



the enemy out of the circuit, or power-ups which will change the foe's ball into a cube or an icosahedron (twenty-sided control nightmare). Very entertaining.

And then of course there's golf, bowling, a *Pilotwings*-style gliding affair, time trials and so on. All are fully-rounded, self-sufficient games that are rather enjoyable in their own ways. Monkey Target, for example, is a very refreshing change of pace that still requires the sense of physics used in the main game, but in a more sedate and precision-based way. Basically, put a monkey in a ball and there's nothing that can't be achieved.

Better than Nintendo

It's an interesting irony that Sega have produced not only a longer but also a better launch game than Nintendo's own first-party developers have done. *Super Monkey Ball* even takes the crown of Best Party Game from *Mario Party*, and is a contender for Best Multiplayer Game too. We still play *Mario Kart 64* at lunchtimes, but *Super Monkey Ball* is a more than worthy alternative.

All told, that's *Monkey Ball's* strength – it's a massively enjoyable multiplayer experience, with the single-player mode coming in a close second. Which is why you only really get the most out of the game when you have a few friends round. The single-player *is* a wonderful experience, but *Super Monkey Ball* should really come bundled with the three extra controllers you need for maximum fun.



Line it up, stop the arrow just off centre, select maximum power and apply a bit of spin. Just like The Big Lebowski, eh?



SEE NO EVIL...

The four monkeys have their own characteristics. In bowling, GonGon has power that can make the difference between downing seven pins and eight, but there's a trade-off – Baby is just the job for moments where perfect balance and precision control are called into play.

SUPER MONKEY BALL



- Gets you by the... well, you know.
- Many difficult levels.
- A riot of wonderful multiplayer modes.



- Sometimes it's just too darn hard.
- Occasionally sloppy enemy AI.
- Not gobsmackingly beautiful graphics.

IF YOU LIKE THIS...

Glover
Hasbro
NGC/21, 83%
Fun with balls, but more of a puzzle emphasis.





8 VISUALS

Bright and colourful, rather than hyper-realistic. Very typically Sega...



8 SOUNDS

The little wretches shriek very endearingly, and there's deliciously camp Sega Man, too.



10 MASTERY

Look in the dictionary under 'gameplay' and you'll see four spherical monkeys...

9 LIFESPAN

The government ought to legislate against anything this addictive. You'll never complete it.



VERDICT

A great concept beautifully executed. Nintendo would do well to learn from Sega here. Great stuff.



HMMM...

Alright, we'll admit it. There were precisely two moments when we weren't that impressed with *Super Monkey Ball*, and we thought you'd better know about them, small though they are. First up is the AI in the billiards game. The computer doesn't account for what happens to the cue ball after the pot, so it ends up in a pocket more often than you'd expect. Also, the pins in the bowling game are over-simplified, so if one is so much as brushed by another, it goes tumbling. Tiny niggles, to be sure, but there you are. We just thought you might like to know.

With minigames that put others to shame, Sega's first GC offering promises beautiful things for the future. If ever any company were primed to depose EA as the world's biggest third-party publisher, Sega is it. In most games, even excellent ones, there are moments of mild disappointment. We've been playing *Monkey Ball* so much at lunch since its Japanese release that we're starting to lose weight, but we've yet to experience any such moments. We've trembled, sweated and sworn at it, but still keep coming back for more. It's an ideal mix of what makes a great arcade-style game – it grabs hold of you instantly, but has enough depth and difficulty that you'll never be able tear yourself away.

ALAN MADDRELL



This level above sees you hurtling towards the earth more than is good for you. And then, in a flash of light, you'll crack it and choirs of angels will sing.



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NGC presents planet

GAME BOY

NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY COLOR, ADVANCE, POCKET, CAMERA AND PRINTER



THE X-MEN RETURN



page 58

Activision's latest X-battler slashes it's way onto GBA. Full mutant-review inside.

X GAMES



Konami's attempt to steal the Hawkster's skating crown. Has it got what it takes?



ADVANCE WARS

Strategy heaven on your GBA!

PLUS

- *Jurassic Park* meets *Sim City* in *JP3: Park Builder.*
- NEWS: *Sonic Advance* links GBA to Gamecube.
- *WWF: Road to Wrestlemania* – new shots and info.
- Fresh tips and cheats for the newest GBA games.



Welcome to Planet Game Boy

DENKI THE DESTROYER, it should read. Well, maybe not, but even so, little-known puzzler *Denki Blocks* – reviewed **N64**/59, p45 – has caused quite a stir over the past month.

Among the hundreds of games on show at last month's ECTS, Rage's puzzler walked away with the coveted Best Game award, demonstrating that once again, stunning visuals and pointless gimmicks are no substitute for solid and addictive gameplay.

So the next time you find yourselves shunning a title because, after a quick glance at the back of the box, you find it doesn't quite smack you in the apricots (graphically speaking) remember that you may be passing up a superbly-crafted piece of software – and this month's superb *Advance Wars* is another perfect example.

Anyway, enough of my preaching – I've got a confession to make. We've all been so busy fighting over who gets the rights to our beloved Gamecube that Planet Game Boy has taken something of a battering this month. You can also blame the fact that this month has presented something of a drought on the quality software front.

Still, all will be rectified in due course, as next month there'll be *so* much to review my frail knuckles will be working overtime in an attempt to cope with the likes of *Wario* and *Golden Sun*. But then I wouldn't expect that to interest you right now. You're all far too busy playing *Mario Kart Advance* right? *Right?* That's fine, then...

Geraint Evans, Editor

planet GAME BOY
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December 2001
Editor: Geraint Evans
Contributors: Mark Green, Alan Maddrell, Dan Geary, Paul Edwards, Adriana Owens

TURN ON, TUNE IN

Expect to see plenty more of this kind of innovation on GBA in the future.

Will wonders never cease? The GBA, it seems, is one of the most versatile palm-sized wonders ever to be created. Not content with bringing us console quality gaming whenever we need it, it's now promising to deliver high-quality audio and visual treats via its LCD screen.

At ECTS last month, Kemco revealed a device which will enable equipment such as videos, camcorders and even rival videogame systems to run on the GBA's screen. Plugging directly into the Advance's cartridge slot, the unit will offer a selection of AV input sockets – capable of receiving standard home entertainment equipment – as well as a built-in aerial to pick up terrestrial television broadcasts. Unfortunately, it won't run off the GBA's twin AA batteries as the drain will be too great – instead, it requires a set of its own batteries to work.

The unit is as yet unpriced, unnamed and is still some way off from completion, so don't expect it to hit the shops any time soon. Still, Kemco are confident they can deliver the goods to the UK some time in 2002. Get to it, fellas!

SONIC LINKS TO 'CUBE

Soon after Nintendo wowed the crowds at Spaceworld with the unveiling of the GBA-GC link, Sega went and announced that they too had something interesting up their sleeves.

It has emerged that Sonic's side-scrolling outing on GBA will now be able to interface with *Sonic Adventure 2* on Gamecube – opening up an all-new minigame to owners of both titles. Although exact details are still a little scarce at the moment, it seems that the GBA will function as a more complex version of the VMU, the LCD screen memory pak which appeared alongside the DC.

The VMU minigame allowed players to raise cutsey in-game critters, the 'Chaos Creatures', on their LCD screen. This time, it seems you'll be able to raise them on your GBA by playing *Sonic Advance*'s sub-game, *Chaos Garden Advance*. Your lovingly-reared Chaos will then be transferred on to the 'Cube via the GBA's link cable for use in more minigame mayhem on the big screen.

Needless to say, the games will be a fair sight more elaborate than those available on the Dreamcast's glorified game-and-watch.

He's only just started working for his old rivals and already he's coming up with the goods...

EA HITS GBA

Okay, so they don't half bang out the cash-cow updates, but one thing's for certain – EA have a presence that can't be ignored, and although we hate to admit it, they do develop some pretty tasty sports sims... sometimes.

Enter Destination Software, who will now be developing and marketing GBA titles based on EA's extensive back catalogue. Among the first to be released are *Tiger Woods PGA Tour Golf*, war-time shooter *Medal of Honor* – which was hugely successful on the PlayStation – and *John Madden Football 2002*, a franchise that was big during the 16-bit era. No more have been confirmed as yet, but we're all keeping our fingers crossed for updates of the awesome *NHL Ice Hockey*. Chuck in some four-player action with that ice-skating beauty and we'll be chomping at the bit well into 2003. C'mon EA, you know you want to...

John Madden on 16-bit consoles was a thoroughly engaging sports sim. Luverly.





As you can see, it all looks pleasantly similar to Hang On

MOTO GP

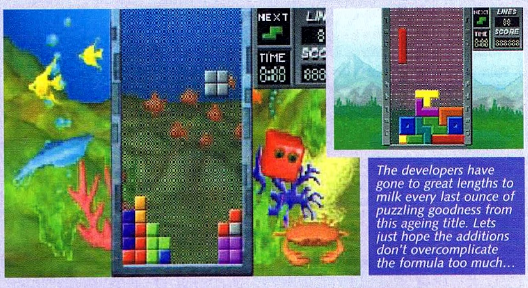
For fans of Sega's *Super Hang On*, this will be a sight for sore eyes, as it looks and plays the same as the arcade classic. Instead of haring about on the open road though, you'll be required to rip it up on 'real-life' tracks in an attempt to win the championship.

Now, while that's all pretty formulaic stuff, the one thing that will set *Moto GP* apart from the racing competition on the GBA is the sheer speed of the thing. Everything moves at an alarming pace and is as much a test of reflexes than anything else.

Strangely enough though, from the version we played this month, there didn't seem to be any link-up option – an omission that may well rule against it, especially in light of the excellent *Advance GT*. Either way, we'll have a review for you next month.



It's not really 'proper' 3D racing, but it doesn't half shift, believe us.



The developers have gone to great lengths to milk every last ounce of puzzling goodness from this ageing title. Lets just hope the additions don't overcomplicate the formula too much...

TETRIS WORLDS

It was only a matter of time before they wheeled this geriatric puzzler out, and while it's hard to see how it will have the same effect on Advance sales as it did for the original Game Boy, it's difficult not to welcome *Tetris* back to the Nintendo fold.

Despite the obvious technical and visual improvements, you can expect largely the same basic, addictive puzzling that made the original so successful. But in addition there will be some added modes, devilishly tricky gameplay twists and set-piece challenges to test even the most hardened *Tetris* veteran – and if you're *still* looking for more, expect a fully-functional multi-player too. Nice one.



It's same old Tetris but with a set of spangly new backgrounds. Sweet.

WWF: ROAD TO WRESTLEMANIA

Love wrestling or hate it, you can guarantee that this will sell by the truck load. So it's a good job that *Road to Wrestlemania* is shaping up very nicely indeed.

Expect to see all your favourite spandex-clad lunatics in the line-up, as well as every arena and speciality match imaginable, *plus* all the options we've come to know and love – such as the multiplayer and create-a-wrestler features.

Road to Wrestlemania is *looking* splendid, too. With some great character intros and impressive animation on the chunky in-game sprites, it'll go a long way to toppling *Fire Pro* from its lonely position as the GBA's top grappler. Again, we should have a full review for you very soon.



All your favourites are here, complete with their ego-tastic stage intros. Unsurprisingly, The Rock and that eyebrow are in attendance, too.



Even in the early stages, the multi-player proved to be most enjoyable.

SUMMON THE TROOPS!

Your step-by-step guide to pummelling that beared fool Olaf. Have it!



1 Time to gather a little intelligence on the enemy. Bombers, is it? Right then, best get to it.



2 The red line shows your unit's flight path. We're going to get next to it and kick some.



3 You get a different animation for each unit type. This is going to be a massacre. Yippee!



4 Olaf retaliates, but we have the tactical advantage in terms of terrain and firepower…

ADVANCE WARS



GBA REVIEW | **From:** Nintendo **Price:** £35 **Save:** On-cart **Players:** 1-4 **Single cart link-up:** Yes **Out:** 26 Oct

The animations are quite pleasing, but we would've appreciated the opportunity to skip them. So. Very. Slow.

This is the current fuel amount. The unit can no longer move when all the fuel is used.

Listen up, soldier! There's a new force on the battlefield, and it's highly formidable. Developed by the aptly-named Intelligent Systems, *Advance Wars* is a turn-based strategy whose brilliance is matched only by its depth.

The format will be familiar to anyone who has played *Command & Conquer*, *Cannon Fodder* and the like. You can build countless types of unit and deploy them across a variety of terrain, capturing buildings and using superior strategy to overwhelm the cursed foe. If you're not enamoured of this type of gaming, fear not: *Advance Wars* is good enough that we defy anyone not to be enthralled.

A series of around 15 progressively challenging training missions gives you a thorough briefing in the art of war before letting you loose on bearded villain Olaf. There is then a lengthy single-player campaign which requires the patience of a chess match, but with enough silly animation and dialogue to keep you chuckling for the scores of hours it'll take to complete.

All very good so far, then. A solid, well-constructed series of skirmishes. However, there is something else which makes us wish we could give *Advance Wars* six stars – the multiplayer. Four players can enjoy several hours of furious warfare with only one cart. However, you can avoid excessive battery use by simply using one GBA and taking turns *Denki Blocks*-style. Alternatively, if you have multiple carts, you can duke it out on any of the dozens of single-player maps. This is the stuff dreams are made of. Intelligent Systems have implemented almost every possible feature (from limited visibility to victory conditions and so on) to allow you to play the kind of game that suits you.

It's hard to imagine how the concept and execution could have been bettered. There are only a couple of flaws with this little beauty: firstly, the visuals are functional, if not quite jaw-dropping. Secondly, when playing four-player with four GBAs, you can't do anything at all while your opponents are choosing their moves. This is sure to result in boredom, as you can't even look around and plan your next move.

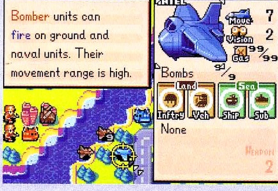
But these are niggles with what is otherwise a very serious contender for the best game on GBA. You've heard the review cliché that goes "if you like turn-based strategy, you'll love this!", but even if you detest turn-based strategy, you'll *still* go a bundle on *Advance Wars*.

5



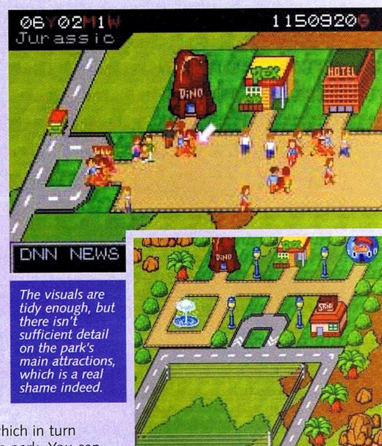


The variety of maps on offer is rather splendid, and means you'll never tire of the multiplayer. Ever.





JURASSIC PARK 3 PARK BUILDER



The visuals are tidy enough, but there isn't sufficient detail on the park's main attractions, which is a real shame indeed.



GBA REVIEW | **From:** Konami **Price:** £35 **Save:** On-cart
Players: 1 **Single cart link-up:** No **Out:** Now

This sort of thing goes down a treat on a GBA. There's something very pleasant about slow-paced titles on a handheld – and in its own way, *JP3: Park Builder* proves the point. If only to a certain extent.

Initially, we were a little sceptical about this *Theme Park*-style management sim. But after about an hour spent tinkering with roads, dinosaur enclosures and restaurant budgets we found ourselves suitably distracted – although after little more than seven days, we found our attentions waning somewhat.

Still, *JP3: Park Builder* has surprising depth to it. First you have to send archaeologists to find amber containing DNA sequences before using the information to grow dino eggs. Once hatched, you place the dino in a suitable enclosure, which in turn attracts visitors to the park. You can manipulate budgets, advertise your park, seek out new dinos and adjust just about every aspect of your creation until it's perfect. The trouble is, as accomplished as this is, there's practically *no* worthwhile reward for your efforts. Unlike, say, *Theme Park*'s great FMVs of your rides, all *Jurassic Park 3: Park Builder* has to offer is a jittering bundle of pixels strutting around inside a wire fence.

If you don't particularly care about the aesthetics of the game, then by all means give this a try, as it isn't *that* bad – but if, like us, you'd rather have a little more in return than increased stats, you'll be left sorely disappointed. Sad.

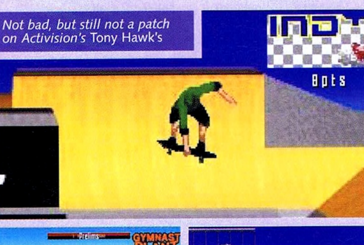


It's all surprisingly complicated, with plenty of depth to your park building, but unfortunately there really isn't much point.



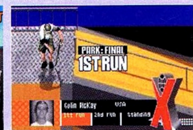


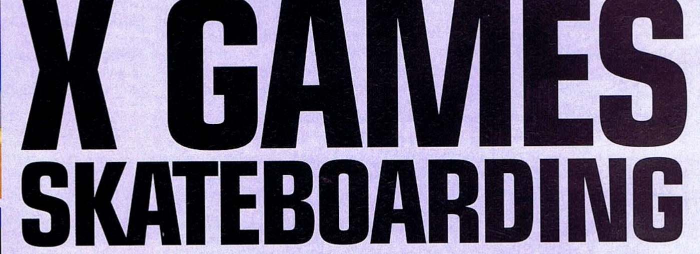
3



Not bad, but still not a patch on Activision's Tony Hawk's







X GAMES SKATEBOARDING



GBA REVIEW | **From:** Konami **Price:** £35 **Save:** On-cart
Players: 1 **Single cart link-up:** No **Out:** Now

Just a few months after the hugely successful *Tony Hawk's*, Konami join the fray with this skating number which, unfortunately, fails to offer the same standard of knee-scraping thrills.

Still, that's not to say it's all bad. Visually speaking, it employs the same kind of style as *Tony Hawk's*, using static skate parks – but with a sprite rider instead of the polygon-based character from its rival.

There are two main modes on offer. The first is 'Vert', a half pipe to skate up and down on before a trick-hungry crowd. The other, is 'Park', a free-roamer which has you jumping and grinding your way around in an attempt to rack up huge scoring combos from obstacle to obstacle. And it's here that *X-Games* falls flat on its face.

In these park sections, the screen has an annoying habit of freezing for a second before showing you a close-up view of your rider in that particular area of the park. Nice as it is to see your tricks up close, it's annoying to have the flow of play interrupted. It would have been better if the camera zoomed in to the action, but instead you're constantly switched between the top-down view and the closer side-on one.

Despite being decent enough, *X-Games* is nowhere near as accomplished as *Tony Hawk's*, and certainly isn't worth £35.











The razor-sharp claws of an angry Wolverine strike once more. What a temper he's got.



Variation isn't the name of X-Men's game. You walk, fight, repeat for 55 minutes, and you're done. Rubbish.



The animation isn't anything to shout about – unless the X-Men are supposed to look like they're on rollerskates.

X-MEN: REIGN OF APOCALYPSE

GBA REVIEW | **From:** Activision **Price:** £35 **Save:** On-cart **Players:** 1–4 **Single cart link-up:** No **Out:** Now

Choose from four of your favourite X-Men! Pull off devastating signature moves! Use special mutant powers to overcome enemies! Join forces with friends to take on hordes of enemies together!

On the face of the publicity blurb, *X-Men: Reign of Apocalypse* has the potential to be as nail-gnawingly exciting as its movie brother. But there's one phrase they didn't put on the box – "Feel your eyes glaze over with sheer, mind-melting tedium!" – that's a more accurate description of this limp, unoriginal side-on fighter.

Reign of Apocalypse desperately wants to be *Final Fight One*. But it ignores one sad fact – only Capcom, the undisputed heavyweight champion of 2D beat-'em-ups, can fashion fast, frenetic play using a flat map and wafer-thin characters. *X-Men* developers Digital Eclipse have tried to emulate the champs, but in every area – the visuals, the sounds, the moves, the balance of play – they've fallen well short of the mark.

As easy as A, A, A...

So, as Wolverine, Cyclops, Storm and Rogue trek across ugly, barren and animation-free levels, they only have around half-a-dozen moves at their disposal. Not that it matters, because the assorted robots and ninja guys that shuffle on are easily trounced by simply standing beside them and hammering at A. No need to worry about being overwhelmed – if you're busy seeing to one of the bad guys, the others patiently wait in line for their turn. Bless.

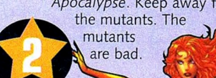
Using A, and A alone, we managed to finish the whole of *Reign of Apocalypse* in under 55 minutes, losing just one life in the process. By the end, we'd learned to push against the edge of the screen, sending most enemies packing before they'd even had a chance to make their grand entrance, and the game's final boss survived for a whopping 13 seconds before groaning his last to make way for the 'Congratulations!' cut-scene.

Things to break and do

To give *X-Men* its dues, there's some fun to be had – juggling bad guys in the air after they've slipped into unconsciousness is a giggle, and the crunching sound effects make every one-on-one slap fight that much more involving. But the game's sorely lacking in things to *do* – no crates to break open for timely weapons or power-ups, no secret combos to experiment with, no surprise mid-level bosses. The ability to up your X-Man's stats after every round is the only novelty – and it's the main reason why *Reign of Apocalypse* is so woefully easy.

With *Final Fight One* about to karate kick its way into the UK, there's no need for *Reign of Apocalypse*. Keep away from the mutants. The mutants are bad.

2



MOVES OF A MUTANT

Despite *Reign of Apocalypse*'s general rubbishness, we will begrudginly admit to getting a kick from some of the X-Men's superheroic abilities. If only there were a few more of them…



EYE DEATH!
Cyclops by name, freakish blue-suited mutant with burning laser eyes by nature. Pterodactyl boy here might look nonplussed, but believe us – his prehistoric legs are really smarting right now.



CLAW PAIN!
You don't attach three-inch-long claws to your fingers purely to help you find the end of the sellotape. Ripping into bad guys makes them hurt so much, they leap into the air, just like this ugly fellow.



WIND POWER!
Storm can harness the power of the elements with a snap of her fingers. The two guys in red stare in awe as you use a local weather system to send their buddy flying into the night. What a lady!



FIRE BLAST!
Available only in the two-player scrap-'em-up, Nate can send waves of fire and blazing coals hurtling in the direction of any foe. That fat geezer with the bleached hair doesn't stand a chance.





We want your Game Boy tips! Send them to: GB Tips, NGC Magazine, 30 Monmouth St, Bath, BA1 2BW. The best one each month will win an Action Replay Online cart from Datel (01785 810826, www.codejunkies.co.uk).

EARTHWORM JIM



Finding the lack of save function in *Earthworm Jim* something of a nightmare? Not any more you aren't. Just pause the game and tap in the following button codes.

BUTTVILLE
L, A, Up, R, A, R, A, and Select.

DOWN THE TUBES
Up, L, Down, A, R, A.

FOR PETE'S SAKE
Press R, L, R, L, A, then R again.

LEVEL 5
R, L, A, B, B, A, L, R.

SNOT A PROBLEM
R, Up, Select, L, R, then left on the D-pad.

WHAT THE HECK?
Select, R, B, Down, L, then press B.

MARIO KART



Here's a few helpful hints and curiosities for this superb racer...

ERASE SAVED GAMES
To wipe your *Mario Kart* saves, hold down L, R, B and Start when you turn the power on – just don't come running to us, okay?

SPIN RECOVERY
Just like in the N64 version, you can stop a potential spin by braking slightly just before you lose control. A note will appear above your head to show you've done it correctly.



SELECT SCREEN TRICKERY
When your kart rotates on the select screen, press L to make the character shoot a green shell and press R to make them jump.

CHARACTER HORN SOUNDS
While racing, honk your horn by pressing select. Each driver has a different sound, too.

POWERSLIDE BOOST
You can get an extra speed boost by powersliding for around 2.5 seconds. When you finally straighten your Kart out, you'll get an extra spurt of speed. It takes some practice to nail it correctly, but once you do your times will greatly improve. Bear in mind you can't touch the track's verges – you have to stay on the road for it to work.

STARTING BOOST
Accelerate just as Lakitu's second light is being extinguished to speed ahead the rest of the pack.

SPEED BOOST AFTER RECOVERY
When you get picked up by Lakitu, accelerate a second before he drops you on the track to get a turbo.

OPEN SPECIAL CUP
Simply earn all the Golds on every track for each cup class. Special will then be opened in that particular speed group.



UNLOCK ALL SNES TRACKS
Achieve a class A ranking on *everything* by earning golds and collecting 100 coins on each cup. Now go to the Cup selection screen and press L to show all the lovely new – or is that old? – tracks you've unlocked. Time to get racing, then!



ACTION REPLAY CODES

DAVE MIRRA FREESTYLE BMX
HAVE A MASSIVE SCORE
01ff3ec8
01ff3fc8

TURN CODE ON TO FREEZE TIME
01631EC8

SUPER MARIO LAND
INFINITE CONTINUES
010902C0

INFINITE LIVES
010115DA

INFINITE TIME
019961DA

BLASTER MASTER
INFINITE LIVES
010911C1



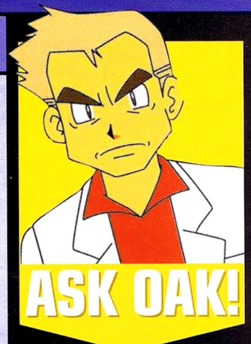
DRAGON'S LAIR
INFINITE LIVES
010a38c3

WARIO LAND 3
EIGHT OUT OF EIGHT MEDALS
01085CCA



LOTS OF COINS
019905CA

PRINCE NASEEM BOXING
SCORE 11 POINTS PER ROUND
910B5AD4



ASK OAK!

"What are blue, yellow, and red and leg it sharpish the minute you happen to clap eyes on them? A prize worth hunting for, that's what..."

Sarah Bennet, Worcester: I've been hunting for ages and in every patch of grass in Pokémon Gold, but even though I sometimes find Entei and Raikou, I can't find Suicune anywhere. And whatever happens, I can't catch any of them. They're just much too fast for me.

Prof. Oak: First of all, the best way to catch the Legendary Dogs is to encounter them all so they appear in your Pokédex, allowing you to track down their approximate location. Once that's been done you need to assemble a suitable dog-catching team kitted out with the necessary equipment.

Remember that Pokémon are easier to catch when their health is low or when they've been disabled in some way. For the best results focus on both – so your team should consist of: a heavy-hitting Pokémon to sap the dog's energy early on, a weak Pokémon who can knock off 1-2 points of damage (letting you get the dog down to 1 HP without making it faint), and a monster that's able to put the dog to sleep. This Pokémon should be very fast so that it can get in the first attack. I recommend using Jumpluff for it's high speed and Sleep Powder attack. Once all these conditions are met, you'll want to use the appropriate ball. In my opinion, Ultra Balls and Level Balls are best for the job.





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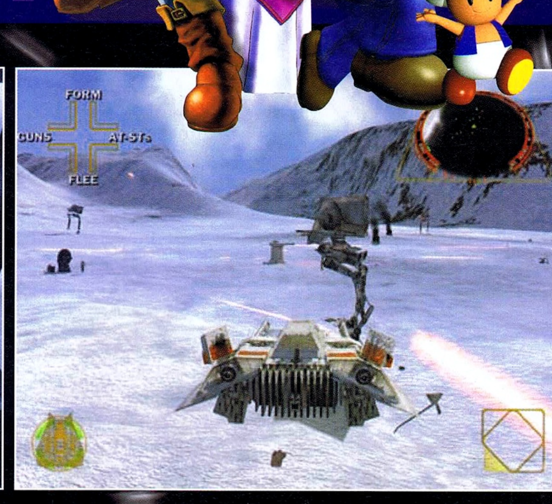
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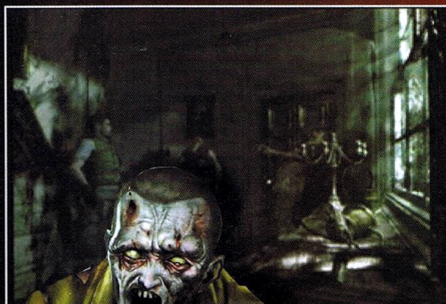




UNMISSABLE!

STAR WARS ROGUE LEADER

Live the movies! Learn how LucasArts' gobsmacking Star Wars epic plays in our colossal preview. Only in NGC!







PLUS!

RESIDENT EVIL BIOHAZARD

More shocking screens and details on Capcom's groundbreaking Gamecube exclusive.

PLUS!

DIE HARD NEXT GEN

The world's first shots of Universal's adrenaline-fuelled Gamecube shooter. Yippie-kay-yay!



AND!

GBA BLOWOUT!

Wario Land 3, Doom, Steve Gerrard's Football – we tell you where your portable pennies should be going.



NGC ISSUE 62

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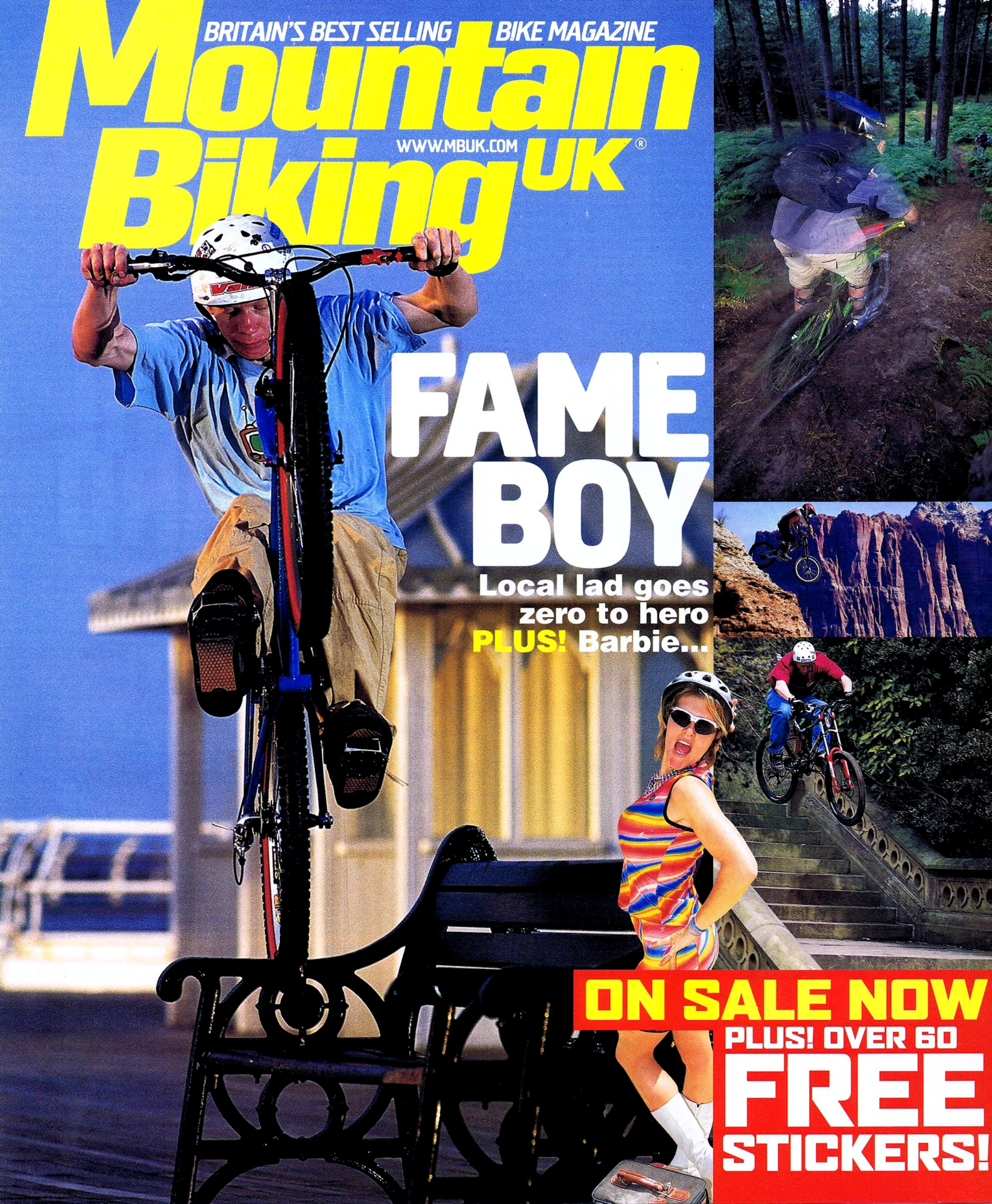
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Club GC

Welcome to Club GC, the part of the magazine designed to help you get the most out of your games.

The making of... SUPER MARIO 64

Nintendo coder Giles Goddard reveals the untold story behind the N64 masterpiece.

90





ALSO THIS MONTH...

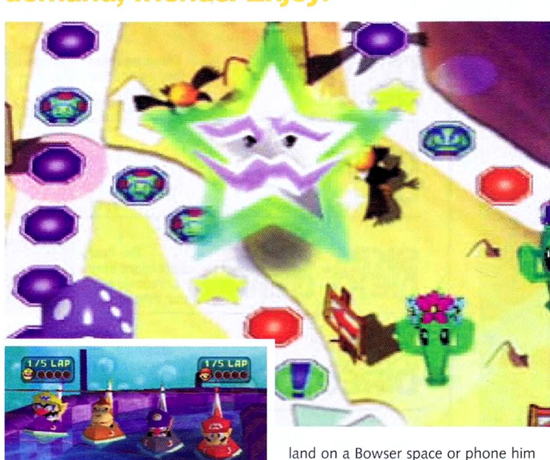


The tips you want, quickly...

TIPS EXTRA

YOUR MOST WANTED TIPS

It's a simple case of supply and demand, friends. Enjoy!



BODY HARVEST

CHEAT BONANZA

To access these, you'll have to enter your name as 'ICHEAT' before inputting the following button codes during gameplay. If you've done it correctly, a message should appear at the top of the screen to confirm it. Enter the code for a second time if you want the cheat disabled.

ALL WEAPONS
Press A, Right, Bottom-C, Right-C, Top-C, A, Left.

ALL ARTIFACTS
Press Up, Bottom-C, Right-C, Z, Up, Left.

INVINCIBLE
Press A, Top-C, Bottom-C, B, L, R.

FULL HEALTH, SHIELD AND FUEL
Press Down, Up, Right, A, B, Left, Right-C.

SMART BOMB
Press A, Top-C, Top-C, Up, Left.

WEAKER BOSSES
Press Z, Right-C, Right-C, B, Left, Right-C.

FAT LEGS
Press Left, A, Right, Down.

MUTANTS
Press Bottom-C, Up, Z, Z, Right-C, Right.

INCREASED WEAPON POWER
Press Bottom-C, Top-C, Up, Z, Z, Left, Right-C.

SURREAL
Press Bottom-C, Up, Right, Right, Right-C, A, Left.

MARIO PARTY 3

CLASSIC NAMES
If you create a new game file but don't enter a name, it will automatically be named after a classic Nintendo character at random.

EXTRA COIN BOOST
If you roll a double on the dice after using a Mushroom, you'll receive ten coins. Rolling triples on the dice after a Golden Mushroom will earn you twenty coins. If you have no coins whatsoever, land on a Bowser space or phone him using the Bowser phone and he'll give you between 30 and 50 coins. If you're on the Battle Royal map, use a golden mushroom and get all Sevens to earn 50 coins.

TAUNT
Pressing L when on the main game board will let you hear your character's taunt. Nice.

MOUNT MARIOMORE
If you manage to complete the Story Mode on any difficulty level with any character, their face will appear on Mount Mariomore.

GAME GUY'S GAME ROOM
Getting the Millennium Star in Story Mode will unlock Game Guy's Game Room.

EARN MINIGAMES MORE EASILY
To unlock minigames with the minimum of fuss, save the game just before a battle is about to be initiated. If the game you play is new to you, see it through and then save. If it's a game you've already tried, just reset and keep trying until you get to uncover a new one.

BONUS GAMES
Beat the game in Story Mode to unlock the Backtracks, Waluigi's Island and Stardust Battle minigames in the Party Mode. Play all the available minigames until they are selectable in Toad's Game Room – you'll now have access to the Dizzy Dinghies minigame. Win over a thousand coins in Game Guy's Game Room to unlock a single-player version of Mario's Puzzle Party game.

STAR WARS EP1: RACER

JUNKYARD TACTICS

Start a new game and win your first two races without upgrading anything at all, other than buying a couple of Pit Droids. After your second race, head for the Junkyard and look for one of the best parts in poor condition. If there aren't any of interest, re-select your racer and head back to the junkyard. The selection of parts will have changed – keep doing this until you find something you want, then fix it to your Pod and race with it so that the droids fix it up. You can now sell it for a massive profit or keep it to improve your pod.





SAN FRANCISCO RUSH 2049

ACCESS CHEAT MENU

Hold down L, R, Top-C, Right-C and then tap Z. This will open the menu that you need to unlock the following cheats. Just highlight the relevant option and enter the button codes. Bear in mind that you'll have to input them *very* quickly, so it may take some practice.

RESURRECT WHERE YOU CRASH

Tap Z + Bottom-C and release, Tap Z + Right-C and release, Tap Z + Top-C and release, Tap Z + Left-C and release, Tap Z + R and release, Tap Z + L and release. Done!

SUICIDE MODE

Press and hold R, then tap Right-C, Top-C, Left-C, and then Bottom-C, and release. Then press and hold L, and tap Bottom-C, Left-C, Top-C, and then Right-C. Sorted.

TOPSY TURVY

Highlight 'Track Orientation'. Press and hold L + R then tap Right-C, Left-C, Top-C, Bottom-C, and then tap Z.

POKÉMON PUZZLE LEAGUE

VERY HARD MODE

Enter the one-player stadium and go to the difficulty selection option. Once there, hold down the Z trigger and tap L, L, A, B.

SUPER HARD MODE

At the difficulty selection screen hold down the Z trigger button before pressing R, L, A, B.

UNLOCK PUZZLE UNIVERSITY LEVELS

To access this extra, hold down the Z trigger and press A, B, R, A, A, B, R, A on the title screen.

ACCESS ALL CHARACTERS

Either beat Team Rocket's Spa Service, or alternatively, enter the trainer selection screen and hold down Z, L and R on both controllers.

RIDGE RACER

MOTION BLUR

Press Left-C during a replay to implement a motion blur effect – then press it again to turn it off.

ACCESS CADDY CAR

Enter Grand Prix and play the Stage 1 course. Right at the start, turn around and hit the wall directly behind you at 60mph. Now win the mirror course that you access by doing this manoeuvre, and you'll unlock the Caddy Car.



SAN FRANCISCO RUSH 2049

Activate all in-game cheats
50000D02 0000
81118E82 0101
Max race points 8117CE22 029A
X = No. of drones in race two
81163240 000X
X = Race one laps 81177A18 000X
Access all in-game cheats
81118E9A 0001
All coins (stunt mode)
50000440 0000
81163BBC FFFF
All coins (circuit) 50000660 0000
811C542C FFFF
Always first 80177D4E 0000
Marcus Harding, Stoke

SHADOWMAN

All items 50001D20 0000
80030653 000B
Infinite health 81075B1A 2710
Infinite bullets 81075B3A 0010
Infinite voodoo 80075B2A 00FF
80075B2B 00FF
Infinite shotgun shells
81075B2F 0008
Infinite oxygen 80075B1E 0099
Have flashlight 80030753 0A0B
Have calabash 800308F3 050B
Collect one Dark Soul, have all
80075F49 0078
Colin Daly, Worthing

LYLAT WARS

Blue lasers 81163C13 0002
Infinite energy for wingmen
81179A26 00FF
81179A22 00FF
81179A1E 00FF
Infinite energy for Fox
8113E7A6 00FF
81141686 00FF
Infinite lives 81163C09 0063
Tom North, Blackpool

For information about Action Replay carts, call Datel on **01785 810826** or visit **www.codejunkies.co.uk**



Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll stick the best into our Readers' Tips column over the page, and if you make it in, we'll send you a rather flash **NGC** pin badge. If you get the coveted number-one slot, you'll get something extra special.



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HERE'S MY TOP TIP

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Remember, the best one wins an Action Replay cart from Datel **(01785 810826, www.codejunkies.co.uk)**

READERS' TOP 10 TIPS



1 CONKER'S BFD
Just before you jump into the water where the three sets of spinning blades are, grab the tail and then exit the way you came in. Now go back to the room with the blades and the tail will have returned. Just keep going back and forth for as many lives as you want.
Amy Collins, Newport

2 SUPER SMASH BROS
Play single player on any difficulty. When you reach Pikachu, an easy way to defeat him is by jumping from the helipad to the building and back, over and over again. Pika will then get all confused and fall down the hole. You don't even have to touch him!
Mark Smith, Hemel Hempstead

3 POKEMON STADIUM 2
Want Aeroblasting Lugia from *Pokémon Gold*? Get to the Stadium Elite Four and use every Pokémon in your party at least once. When you've beaten the Elite Four, you'll get to choose which move you want. Very useful.
Gareth Lelean, Essex

4 PERFECT DARK
Head for Chicago: Stealth with the All Guns cheat on. Pick up the Bombspy and stick a proximity mine on it. Collect the Bombspy again and you'll have a floating invisible mine.
Jamie Williams, Coleraine

5 WWF NO MERCY
Set up a normal match between Mae Young and Stone Cold and build up a special with Mae. When you're on Special do a strong grapple on Stone Cold and press both A and B at the same time – you'll dish out a stunner on Stone Cold. How humiliating!
David Price, Essex

6 RIDGE RACER
Start on the *Ridge Racer* Novice track with the Ultra 64 car. Wait about 15 seconds on the beach before driving up to the jump and hitting the helicopter. Finish the race and you'll unlock the 'Red Shirt Rage' car.
Martin Cluer, Brighton

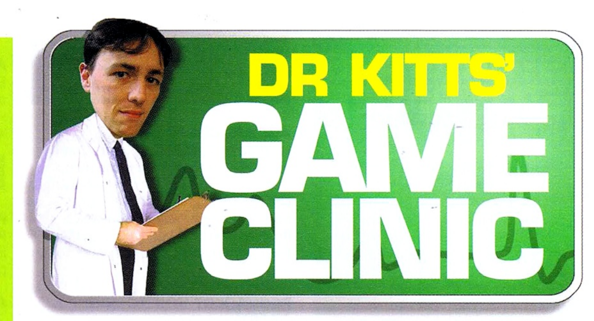
7 TWINE
On City of Walkways 2, if you're having trouble getting rid of the helicopter just make your way to where the body armour was and fire your missiles at the underside of the helicopter. Easy, no?
Oliver Hicks, Buckinghamshire

8 WWF NO MERCY
When you create your own character put their weight up to 400 pounds. Your guy won't get any fatter but it'll be almost impossible to lift him up – and if he does, the best the opposition will manage is a small slam.
Phillip Scannell, Dublin

9 F-ZERO X
On Rainbow Road, jump off the track as soon as the wall finishes and pull down on the control stick. Do it right and you'll land on a section of track far away, giving you a massive lead.
Alex Garcia, Surrey

10 SAN FRANCISCO RUSH 2049
On the Mission track, drive at the same speed as the car directly to your right and force it up against the wall. After a short distance, a handy piece of scenery – just the width of a car – will be jutting out of the wall. This will conveniently smash the pinned car, while leaving you enough room to escape.
Nick Watts, Oxford





DR KITTS' GAME CLINIC

Take a seat. The Doctor will eviscerate you presently.

Dr Kitts,
I'm having trouble with the final stages of *Lylat Wars*, as by the time I've beaten the Star Wolf team, I'm so dead I never stand a chance against the final Andross boss.
Kevin Harwood, Wimbledon

Dr Kitts straps his puppies to the undercarriage of the USS Atlantis...
First make absolutely certain your lasers are fully powered up – this makes the encounter much easier to handle. Speed is the name of the game here. Don't use bombs or the lock-on – instead get used to hammering your lasers as fast as you can. Other advice includes looping the second you see any laser fire behind you and remembering to help your wingmen – this normally gives you a clear and distracted target to pummel. Remember that if your team mates are all down, you'll end up with the entire Star Wolf team attacking you.

Andross is actually much easier to see off – with only a few tactics to remember and stick to. If he tries to suck you in, launch a smart bomb. If he attempts to take a swipe at you, just move up and down to stay safe. Shooting his eyes will eventually blow his face off. Next you want to start shooting his brain, so boost forward and to the left-hand side – this is normally the safest area. Don't forget that if you get too close he'll try to eat you. Oh, and if you see him disappear, pull a loop to evade.

Dr Kitts,
No matter what I do I keep getting wasted by the lasers on 'Countdown' in the War chapter in *Conker's BFD*. I've been stuck on this for ages now and I'm in serious danger of losing every last strand of my hair.
Kelly Harris, Aberdeen

PAPER MARIO



Dr Kitts,
I've just started Chapter 4 of *Paper Mario* but I have no idea what to do. I think it's to do with the vacant house, but every time I go in there a Shy Guy just comes in and runs away!
Michelle Phillips, Dundee

Dr Kitts practises the lotus position.
To get any information, you have to become invisible using Bow's power. The Shy Guy will then give away the location of a secret door. Now just examine the wall and open it, and enter the Toy Box via the trampoline.

Armed with a squirrel and a sling shot, Dr Kitts infiltrates MI5…
First of all you need to memorise what you're up against and practise the same route over and over again. There are some sections which are easier than they look. Remember to use the handy tactic of getting as close as you can to the lasers – using the first-person view to check you're not too close. Once in position, always do a high jump and hover until you're at the right height before easing forward on the analogue. Many sections can actually be crawled under, especially those where there are crates. Lastly, ensure you remember where the Tediz are, so you can get your guns out in good time. Remember, practice makes perfect, Kelly.

Dr Kitts,
In *San Francisco Rush 2049* I can't open the extra battle levels. It says in issue 49 to get 100 points – but the most you can earn is 50. Help me!
Alastair Corbett, Ayrshire

Dr Kitts bolts a AK-47 to his bonnet and goes huntin' for rude-boys…
Ah, that'll be Geraint's fault then. You actually need to accumulate over 100 kills *in Battle Mode (they don't have to be all in one match though). You can do this really easily by starting a four-player game and leaving the other three cars dormant, while you just cruise round and blast them all to bits with ease.*

To unlock Downtown you'll need 100 kills – then it's 250 for the Plaza arena, 500 for the Roadkill level and over 1000 for the Factory level.

Dr Kitts,
I need to find the shotgun parts in *Resident Evil 2*. Please, where are they? It's hurting my brain!
Ben Gingell, Harlow

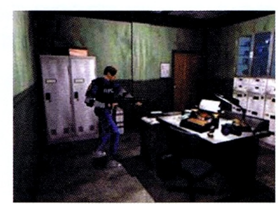
Dr Kitts skulks behind a gravestone hiding a shovel and a King-sized hand grenade…
No problem. Section one of the shotgun can be found in the city area, in the Kendo gun shop. Section 2 can be found in the Police Headquarters in the S.T.A.R.S office. In Leon's scenario 'B', it can be found in the lower main hall of the Police Headquarters. Sorted.

Dr Kitts,
Have you got any cheats for *Snowboard Kids*? I can't find any anywhere.
Gareth Jenkins, Neath

Dr Kitts retires to his Alpine chalet clutching a bottle of brandy tightly to his chest…
I have indeed. Go to the main title screen and enter the following button code, where 'A-' is for analogue and 'D-' is for D-Pad.

A-Down, A-Up, D-Down, D-Up, Bottom-C, Top-C, L, R, Z, D-Left, Right-C, A-Up, B, D-Right, Left-C, Start.

You should now here a 'Yeah' noise indicating that you've entered the code correctly – opening up all boards, courses and characters.





STAR WARS: BATTLE FOR NABOO

Dr Kitts,
How do I defeat Darth Maul's Sith Infiltrator on the Coruscant Encounter in *Star Wars: Battle for Naboo*?
Matt Kershaw, Shirley

Dr Kitt's vows to wipe them out – all of them….
Facing the dark one himself can seem a little daunting at first, so here are some handy hints that'll do him.



Darth Maul has a fixed route through the city. Memorise this and you can either follow him, or just wait for him to pass you on his lap around Coruscant.



The best tactic is to boost right at the start to stop Maul getting away. Keep practising this section to get in loads of easy hits from point blank range.



Now, boost as closely as possible and fire a stream of proton torpedoes. If you successfully master these two tactics Darth'll be much easier to finish off.

GOT A GAMING QUERY?

Doesn't matter how small or precise, write in to Dr Kitts for the answer. Detail your problem on the form below (use a separate piece of paper if necessary) and post it off to:

cut out and send

Name……………………………………

Address……………………………………

……………………………………

……………………………………

……………………………………

……………………………………

Postcode……………………………………

GOOD AFTERNOON DOCTOR…

I've got this terrible gaming affliction – it's like this, you see…

DOC KITTS

Send to: Dr Kitts' Game Clinic, NGC Magazine, 30 Monmouth St, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Developers versus us versus you

I'M THE BEST

The greatest gamers in the country gather on these pages. Are you good enough to join them?

KEY TO THE LEAGUES
- GOING UP
- NON-MOVER
- GOING DOWN
- NEW!

STAR PERFORMANCE Gold



Belgium, for reasons unknown, is a breeding ground for brain-meddlingly brilliant N64 gamers. Which is why we're not surprised – but still impressed – to see Tom Demandt of the Limburg province clock up a phenomenal 1:15:53 on the Goron Race from *Majora's Mask*. For that, Tom rockets to the top of our I'm The Best league (see p73), bags himself a splendid Mirage joypad – a donation from Wild Things (029 2075 5774, **www.wild-things.co.uk**) – *and* wins a Gold-level Star Performance certificate. You really can't say fairer than that.



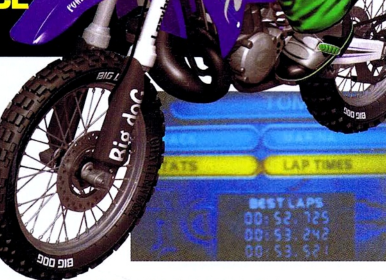
STAR PERFORMANCE Silver



What's this? *Another* spiffing score has winged its way over from the European mainland. This time, it's a belief-beggaring time of 2:02.74 on *Excitebike 64's* Houston TX indoor arena. The culprit? Alex Kaufmann from sunny Denmark. We're strapping a Silver Star Performance certificate to a carrier pigeon as we write, young fella.

STAR PERFORMANCE Bronze

San Francisco Rush 2049 is a much underrated racer from the fine folk at Midway. So it's heartening to see that Thomas Barrett from Co. Antrim has not only bought a copy, he's also thrashed it to within an inch of its little life. His lap time of 00:52.725 on the Marina level would have rocketed him straight to the tip-top of **NGC**/59's *San Francisco Rush 49* league – but as that table's now officially defunct, we've decided to hand Tom a Bronze Star Performance certificate instead. Purely out of the goodness of our hearts, mark you. Enjoy, Tom – enjoy!



BEAT THE DEVELOPER



The first **NGC** reader scores will really be flooding in next month, but in the meantime developers from all over the planet have been racking up world-class times. This month, Nik Bowen from Gameplay Studios (the picture is actually of his boss, Tony Williams – don't ask) has been hammering at his N64 joypad, bless 'im.

What they've been playing

Nik's given *Super Mario 64's* Koopa Race a good seeing to, finishing the challenge on Bob-Omb's Battlefield in a staggering 0'21"4. But that's not all! Mr Bowen's also taken Greener's race record on *F-Zero X's* Mute City and flushed it straight down the toilet, racking up a time of 01'33"246. Think you can do better, do you? Send your hard evidence to the address at the top of the page, *bitte sehr*.



THIS MONTH'S TIME TO BEAT

Pokémon Stadium 2. Chockful of minigames that you just can't leave alone. The best by far is Mr Mime's air hockey-alike – so we've made it the subject of this month's challenge. Start up a normal match against the CPU on the default difficulty setting, then attempt to whack as many balls past the competitors as possible. Alan's managed a rather special 23 points – if you can beat that, let us know, and the best score we get wins a Mirage joypad from Wild Things.



N64/59's winner: *it's a hearty 'congratulations!' to Jason Hutton from Bournemouth, who was the first reader out of the hat to bag a Platinum medal on Battle for Naboo's Hutt's Retreat. A new joypad for you, sir!*



MARIO KART 64

BEST RACE TIMES



MARIO RACEWAY

1	1:09'36	Mark Green	NGC
2	1:09'88	Martin Kitts	ex-NGC
3	1:11'42	Geraint Evans	NGC
4	1:27'12	Gary Williams	Cheltenham
5	1:38'78	Alan Maddrell	NGC

TOP TIP

On the bend before the hairpin with the giant mushroom, powerslide uphill and turn to face the wall on the other side. When you hit the track, use your mushroom and you'll fly over the wall.



KOOPA TROOPA BEACH

1	1:51'66	Tim Weaver	NGC
2	1:54'12	Geraint Evans	NGC
3	1:55'00	Alan Maddrell	NGC
4	1:56'12	Paul Edwards	NGC
5	1:58'20	Gary Williams	Cheltenham

TOP TIP

Use your mushroom on the section which splits past the huge rock with the left and right arrows. This will give you added pace, but you'll have to use the hop to get through the normal shortcut.



ROYAL RACEWAY

1	3:03'21	Mark Green	NGC
2	3:08'72	Tim Weaver	NGC
3	3:09'01	Gary Williams	Cheltenham
4	3:13'91	Geraint Evans	NGC
5	3:21'98	Alan Maddrell	NGC

TOP TIP

Not any shortcuts to speak of here. Just make sure you get a powerslide boost on every corner and stay tight round the bends. You can also try powersliding over the grass before the big jump.



LUIGI RACEWAY

1	2:09'02	Geraint Evans	NGC
2	2:15'55	Alan Maddrell	NGC
3	2:15'89	Gary Williams	Cheltenham
4	2:16'13	Andrew Smith	Acclaim
5	2:17'01	Tim Weaver	NGC

TOP TIP

Always get as many boost slides as possible. You should be able to get at least three on each bend, especially the long sweeping bends, and at least two inside, and in the exit of, the tunnel.



PERFECT DARK

BEST TIMES (AGENT MODE)

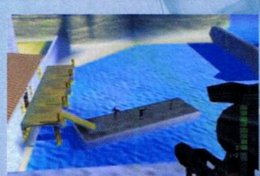


DATADYNE: DEFECTION

1	0:42	Alan Maddrell	NGC
2	0:45	Tim Weaver	NGC
3	0:46	Geraint Evans	NGC
4	0:48	Mark Green	NGC
3	1:01	Fred Williams	Blitz Games

TOP TIP

The best tactic is to just keep charging forward. Don't hang around to kill everyone and just move forward pumping lead into anything that gets in your way. Remember to reload constantly.



CARRINGTON VILLA

1	1:54	Alan Maddrell	NGC
2	2:12	Mark Green	NGC
3	2:31	Andrew Smith	Acclaim
4	2:50	Steve Jalim	NGC
5	3:30	Geraint Evans	NGC

TOP TIP

As with most missions, it's important to memorise the enemy position and level layout. It's also worth remembering the sniper positions so that you can take them out with little fuss.



G5 BUILDING

1	3:27	Andrew Smith	Acclaim
2	3:28	Tim Weaver	NGC
3	3:35	Alan Maddrell	NGC
4	3:39	Mark Green	NGC
5	3:41	James Baker	London

TOP TIP

Remember to use the CMP's Lock on function as soon as you pick one up. You don't want to waste time against those cloaking Datadyne personnel. Also, be sure to keep your cam-spy out of sight.



AREA 51: ESCAPE

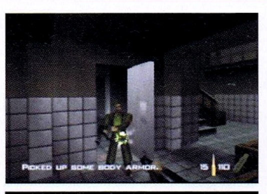
1	3:39	Alan Maddrell	NGC
2	3:43	Fred Williams	Blitz Games
3	4:12	Andrew Smith	Acclaim
4	4:15	Mark Green	NGC
5	7:59	Paul Edwards	NGC

TOP TIP

At the start, leg it to the corridor, ignoring everything else before tapping B at the top so that Elvis hovers after you. Then on in, it's a case of grabbing a Super Dragon for the quick kills.

GOLDENEYE 007

BEST TIMES (AGENT MODE)



FACILITY

1	1:29	Alan Maddrell	NGC
2	1:29	Mark Green	NGC
3	1:30	Gareth Richards	Jester Interactive
4	2:03	Rodney Lum	H2O
5	2:07	Fred Williams	Blitz Games

TOP TIP

There are large sections of this level you don't have to navigate at all. The only trouble you may have in terms of time wasting is Dr bleedin' Doak. If he's not in the labs, just abort and try again.



ARCHIVES

1	0:35	Alan Maddrell	NGC
2	0:37	Gareth Richards	Jester Interactive
3	0:50	Fred Williams	Blitz Games
4	1:20	Rodney Lum	H2O
5	3:57	Andrew Smith	Acclaim

TOP TIP

Strafe for your life. The zig-zagging technique is essential here. Also, remember your ability to destroy crates. This will make killing any hiding guards a damn sight easier.



BUNKER 2

1	0:50	Gareth Richards	Jester Interactive
2	0:56	Alan Maddrell	NGC
3	0:57	Fred Williams	Blitz Games
4	1:26	Andrew Smith	Acclaim
5	1:30	Mark Green	NGC

TOP TIP

Get rid of surveillance equipment fast. Avoiding the shade wearing double-shooter guards will also save you loads of hassle. And using the windows in the doors will score you easy head shots.



TRAIN

1	2:50	Alan Maddrell	NGC
2	4:27	Andrew Smith	Acclaim
3	5:01	Geraint Evans	NGC
4	5:15	Rodney Lum	H2O
5	11:04	Fred Williams	Blitz Games

TOP TIP

Memorise guard locations, stand your ground in the open and just blast them in their faces. Then speed through – the second you open the door to the main carriage, pump the room full of lead.



F-ZERO X

BEST RACE TIMES



MUTE CITY

1	01'33"246	Nik Bowen	Gameplay Studios
2	01'35"450	Mark Green	NGC
3	01'49"521	Martin Kitts	ex-NGC
4	01'49"321	Jes Bickham	ex-NGC
5	01'52"920	Andrew Smith	Acclaim

TOP TIP

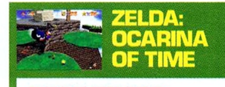
This course has four speed boosts. Memorise their locations so you hit them all. It's also a good idea to steadily pump your boost power to feel it's benefits for the duration. And approach the head of the pack early to avoid any traffic.

DEATH RACE

1	2'16"250	Andrew Smith	Acclaim
2	2'16"250	Nik Bowen	Gameplay Studios
3	4'03"564	Mark Green	NGC
4	4'05"772	Tim Weaver	NGC
5	4'13"124	Jes Bickham	ex-NGC

TOP TIP

The easiest ways to score kills is to knock ships off the track. Drive parallel to the ship you want to destroy, double-tap the relevant trigger and nudge the analogue towards them at the same time. Careful you don't spin off yourself, mind.



ZELDA: OCARINA OF TIME

BEST TIMES



GERUDO EQUESTRIAN SHOOTING RANGE

1	1200	Alan Maddrell	NGC
2	1060	Alan Troth	Bits Studios
3	1060	Mark Green	NGC
4	1000	Geraint Evans	NGC
5	880	Tim Weaver	NGC

TOP TIP

Once you've got the gist of where everything is, concentrate on claiming as many bullseyes as possible (1000 points each). As they say, practice makes perfect.



BANJO-KAZOOIE

BEST TIME (10 JIGGIES, 100 NOTES, 2 HONEYCOMBS)



MUMBO'S MOUNTAIN

1	00:07:33	Tim Weaver	NGC
2	00:07:45	Alan Maddrell	NGC
3	00:08:20	Steve Jalim	NGC
4	00:09:22	Mark Green	NGC
5	00:11:04	Tim Weaver	NGC

TOP TIP

Head straight for Bottles to learn the talon trot (this way you move faster). Without Kazooie's help, you'll be hard-pushed to get all ten jiggies in a decent time.

SUPER MARIO 64

BEST TIMES





PRINCESS PEACH'S SLIDE

1	0'16"6	Metro Mustafa, *Midway*
2	0'18"3	Mark Green, NGC
3	0'19"6	Jim Ng Wing Keng, *Bits Studios*
4	0'19"8	Alan Maddrell, NGC
5	0'19"9	Geraint Evans, NGC

KOOPA RACE 1

1	0'21"4	Nik Bowen, *Gameplay Studios*
2	0'22"9	Mark Green, NGC
3	0'25"1	Geraint Evans, NGC
4	0'32"5	Alan Maddrell, NGC
5	0'40"6	Tim Weaver, NGC

TOP TIP

To score under 20 seconds with ease use this shortcut. As you come out of the starting tunnel you'll come to a straight descent. Jump off to the left when you get to this section and try to land on the track below. It may take a little practice to master but it is possible – just make sure you press Z before you hit the track.

TOP TIP

Whatever you do don't use any of the warps, because you'll be cheating and you'll automatically lose. The best route is to take the main path. Make sure you use the Long Jump technique as much as possible as it is significantly faster than running. You should be aiming to get well under one minute if you can.

ZELDA MAJORA'S MASK

BEST TIMES





GORON RACES

1	1:15:61	Tom Demandt, *Belgium*
2	1:25:03	Alan Maddrell, NGC
3	1:26:10	Mark Green, NGC
4	1:30:15	Geraint Evans, NGC
5	1:31:01	Steve Jalim, NGC

BEAVER RACE 2

1	1:50	Alan Maddrell, NGC
2	1:55	Tim Weaver, NGC
3	1:57	Steve Jalim, NGC
4	1:58	Mark Green, NGC
5	2:02	Geraint Evans, NGC

TOP TIP

The main tactic here is to make absolutely sure you don't deviate from the inside line. If you can hold it all the way you'll get a great time. Also avoid hitting anything – it'll slow you down a treat. And make sure you never run low on Magic by collecting as many green bottles as you possibly can.

TOP TIP

This is very straightforward. It's worth remembering that the rings themselves will stall Link if he hits the rim, so always make sure you line yourself up as centrally as possible. Other than that, it's merely a case of memorising the layout and practising until your eyes bleed and you realised you've not eaten for 10 years.

HERE'S MY BEST TIME

cut out and send



SUPER MARIO 64 — Best times
- Princess Peach's Slide ________
- Koopa Race 1 ________

GOLDENEYE 007 — Best times (Agent)
- Facility ________
- Archives ________
- Bunker 2 ________
- Train ________

MARIO KART — Best race times
- Mario Raceway ________
- Koopa Troopa Beach ________
- Royal Raceway ________
- Luigi Raceway ________

F-ZERO X — Best race times
- Mute City ________
- Death race ________

ZELDA MAJORA'S MASK — Best times
- Goron Races ________
- Underwater Beaver Race 2 ________

BANJO-KAZOOIE — Mumbo's Mountain (10 jiggies, 100 notes, 2 honeycombs)
- Mumbo's Mountain ________

ZELDA: OCARINA OF TIME — Best score
- Equestrian Shooting Range ________

PERFECT DARK — Best times (Agent mode)
- Datadyne: Defection ________
- Carrington Villa ________
- G5 Building ________
- Area 51: Escape ________

Name ....

Address ....

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Postcode ....

Remember, you need to send in video evidence for your effort to be confirmed (see Skill Club if you're not sure how to do this). Tapes MUST have a label attached, with your name, address and score/time easily legible or they will be thrown into our big pit of despair.

If you'd like to have your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the issue after you put your stuff in the post – it'll be there in the next one. So, pack up your bits and send them all to: **I'm the Best, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW.**

Challenges to test the best

GAME ON

READERS' CHALLENGES

The second outing for the all-new Game On, and we've got another dozen cracking challenges designed to refresh the N64 games that are gathering dust underneath your telly. Once again, we've plucked four rollicking reader tests from our bulging mailbag, *and* used all the power of the matchbox-sized brains here at NGC to conjure up six splendid missions for a single chartbusting title. This month's game is Eurocom's top-notch *The World Is Not Enough*.

Game On is just for fun – but if you're desperate to rub our faces in the mud with news of your challenge achievements, do write or email us at the usual address. And feel free to use the address below to send your own tough tests winging our way...

MARIO TENNIS



TOP CHALLENGE

You'll just 'love' – geddit? – this challenge sent in by **Fergus Marr** from **Dorking**. Head on over to the Piranha Plant game and select '50 balls' – but don't even *think* about batting back a single shot. Instead, use your body to obstruct the path of every shot the toothy terrors spit at you. It's much trickier than it sounds, especially with lobs. Fergus' record is a whopping 41 interceptions – see if you can do any better.

Fergus' best: 41 blocks

PERFECT DARK



Kevin Crowley's challenge has sailed all the way across the Irish Sea from **Co. Dublin**. Here's the 'beef'. In the Combat Simulator, set up a one-player King Of The Hill game against eight meat sims – preferably in a wide-open level such as the Temple. Your tricky task is to 'herd' all your foes together in one spot – plenty of side-stepping required – and use a well-placed mine to murder the lot of 'em. How many can you take out with just one mine?

Kevin's best: 7 kills

ZELDA: MAJORA'S MASK



Stone the crows! Or rather, pierce their frail bodies with arrows, by command of **Andrew Hyland** from **Accrington**. Scurry over to Ikana Canyon and stand just beneath the floating idiot Tingle. Now, whip out your quiver and start trying to bring down the crows. It's one point for every successful hit, and another two if the downed crow in question was so far away you could hardly see it. The challenge is completed with the first arrow to miss its mark. Happy hunting!

Andrew's best: 8 points

SUPER MARIO 64



You were probably taught from a very early age to avoid wild mushrooms in case they were poisonous. Now it's time to put that good advice into practice, thanks to **Michael Wolf** from **Birmingham**. In the garden outside Peach's castle, climb up the tree nearest the waterfall and leap off to uncover a 1-Up mushroom – then, do all you can to avoid the superfast fungus. You'll need a stopwatch to count how many seconds you can dodge the marauding mushroom for.

Michael's best: 40 secs

NOW IT'S YOUR TURN!

GAME ON

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in challenges for...

Pokémon Stadium 2 • Paper Mario • Star Wars: Battle for Naboo
Conker's Bad Fur Day • Banjo-Tooie • Excitebike 64

We'll print the best of them right here, and what's more, the top challenge each month wins an Action Replay cart from Datel (01785 810826, www.codejunkies.co.uk). Can't say fairer than that.

Send your challenges to:
Game On, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW

ACTION REPLAY PROFESSIONAL



TEAM CHALLENGES THE WORLD IS NOT ENOUGH

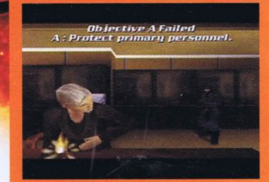
BEAT THE CLOCK ON COURIER



Forget all that cloak and dagger nonsense, as the aim here is simply to rattle through *TWINE*'s opening level on Agent mode in as quick a time as possible. Hammer at Start to skip through the cut-scenes, and waltz straight past the bad guys, as you've got enough health on Agent to risk being riddled with bulletholes. Don't bother taking the lift back down to the lobby, either – ignore what your mum has always told you and sprint down the stairs as fast as your legs will carry you.

Mark's best: 1'05"

GET YOUR BOSS MURDERED



There are two parts to this. First, select King's Ransom on Secret Agent, and leg it around MI6 at top speed murdering folk. Then, when Moneypenny contacts you with the bad news about M, sprint back to the big boss' office, collect the dour-faced matriach and, instead of leading her to safety, drag her into the danger zone and get her popped off by enemy troops as quickly as possible. That'll teach her for calling you 'a dinosaur' in *GoldenEye*. Mwaha!

Mark's best: 0'32"

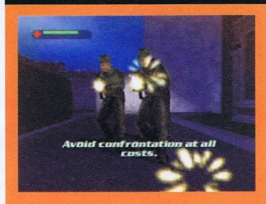
ACCURACY ON THAME CHASE



Enemy soldiers, thousands of 'em, all over the place – and we want you to take them all out without any stray bullets peppering the environment. Choose a non-automatic gun to keep your shots under strict control, and make copious use of R-aiming to pinpoint the soldiers' fleshy bits. We don't care how many or how few enemy bad boys you pick off, but it'll probably have to be all of them. Unless you fancy going to bed in a 6 x 3 chipboard box.

Alan's best: 75% accuracy

NIGHT WATCH IN THE DARK



Ignore John Cleese's whining, because your mission is to race against the clock on Night Watch (Secret Agent) *without* using your handy X-Ray specs. That makes it near-impossible to track the patrolling guards, so get down on your hands and knees – running or even walking will alert them to your presence quicker than you can say "Zukovsky". Remember, punching a particularly pesky guard will usually dispense of him without failing the mission.

Geraint's best: 3'25"

BULLET CRAZINESS ON TURNCOAT



Another test of speed, this, but with an added twist. Basically, the idea here is to finish Turncoat on Agent, while shooting off as many bullets as your itchy trigger finger can cope with. That doesn't just involve holding down Z – you'll also need to kill guards efficiently and grab fresh ammo as you go. Once the mission's complete, it's maths time: divide the number of bullets fired by the time on the clock and round up to the nearest whole number.

Mark's best: 51 shots/min

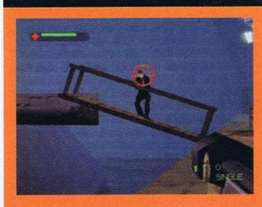
KILL FRENZY ON COLD RECEPTION



Bottom-C will prove your best friend during this challenge – it'll slam on the brakes as you career down the snowy mountainside, enabling you to pick off each and every black-clad baddie with minimal fuss. On Agent, the auto-aim will make blowing the heads off ground-based troops almost *too* easy, but the paragliders are another matter – and only timely reloads will ensure you've got a bullet ready for each and every henchman. Get to it!

Mark's best: 63 kills

STEALTH UP A SINKING FEELING



It's a sneaky kind of level this, anyway. But we're talking superstealth here, and specifically the ability to take down guards, one at a time, without *a single soul* realising that you're there. With some – such as the absent-minded goons hanging around the alarms – this is easy. With others – the astute fellows hiding, guns at the ready, behind doors in the submarine – it's darned near-impossible. See how high the body count goes before you're rumbled.

Alan's best: 10 guards

WILD WEST SHOOT-OUT



A simple little multiplayer variation, but a goodie – and it works on any level with any of the characters, as long as you have the 'Combat' weapon option checked. Once the game begins, sign a truce and gather together in the arena's biggest open area. Next, turn away from one another, take ten paces towards the wall, flip around and start pumping your triggers. The last player left standing is the winner – how many consecutive wins can *you* rack up?

Tim's best: 5 wins



In association with

SKILL CLUB NEXT GEN

It's new and improved – and now you can win a six-month subscription to NGC!

Skill Club Next Gen – twenty challenges so lip-tremblingly tricky that we doubted anyone would have the strength, cunning or willpower required to conquer them.

First past the post

As usual, we were horribly wrong. Flip over the page and you'll see the army of NGC readers who comprise our very first Skill Club Next Gen leagues. Glorious gamers, all – but there's one very important name missing. *Yours*.

By completing the challenges opposite, you could be joining the gamers overleaf – and if you're gutsy enough to polish off 14 tasks, there's a chance you could stand proud as the very first member of the Platinum Skill Club league, which currently stands utterly empty.

To victors, spoils

So, get to it! Complete three challenges, and you'll win a Skill Club Next Gen Bronze certificate and take pride of place in our Bronze league. With seven, you'll get Silver recognition, with ten it's a Gold certificate plus a swanky Gamester Advanced Controller like the one on the left here (or a Gamester Tremor Pak with 1Mb memory) and with 14 you'll nab a rare Platinum certificate and a six-month subscription to NGC. Mint! And if you can finish *all 20*, we'll rustle up something extra special for you. Let the gaming commence!

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 for Platinum. And if you manage all 20, we'll send you something extra special...*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use either PAL (UK or Australian) or NTSC (US or Japanese) copies of the games featured here, but if you opt for NTSC you'll have to achieve the faster of the two listed times for Mario Kart.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes, as well as doctored digital camera shots. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. Make it into the Bronze league first, then later you can send us further proof to elevate yourself to a loftier position. Bonzer.*
- *Bronze, Silver, Gold and Platinum leagues will be published in a future edition of NGC.*
- *If you'd like to have your tapes or photographs back, please include a stamped, addressed envelope.*

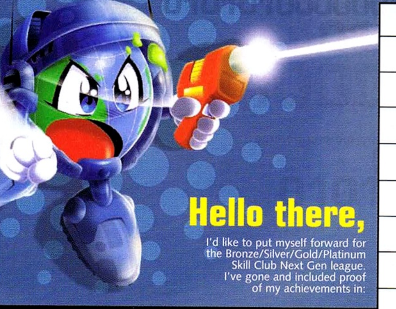
HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA. With a digicam, use a slow shutter speed.

Taking videos

1. *Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video recorder.*
2. *Connect the 'Signal Out' socket on your video to your TV and turn both on.*
3. *Switch your TV to the video channel and switch on your N64 with a game plugged into it.*
4. *Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.*
5. *Complete your challenge and get to the appropriate result screen.*
6. *Pop in a tape and press 'Record'. Press 'Stop' after five or so seconds.*
7. *Repeat steps 5 and 6 according to the number of challenges you're attempting.*
8. *Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.*



Hello there,

I'd like to put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Next Gen league. I've gone and included proof of my achievements in:

ENTRY FORM

	A F-Zero X		K Majora's Mask
	B ISS 2000		L GoldenEye 007
	C Battle for Naboo		M Perfect Dark
	D Super Mario 64		N Banjo-Tooie
	E Conker's BFD		O Tony Hawk's
	F Lylat Wars		P Mario Tennis
	G Quake II		Q TWINE
	H Wave Race 64		R WWF No Mercy
	I Ridge Racer 64		S Smash Bros
	J Mario Kart 64		T Excitebike 64

Please send my badge and certificate to:

Name ....

Address ....

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Use a photocopy of this form if you'd rather not cut your copy of NGC Magazine.

challenge A — F-Zero X

What you must do: Beat a time of 1'50" on Port Town 2.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The free Double Game Guide+ stuck to issue 22 should provide you with all the help you need.

challenge B — ISS 2000

What you must do: Finish all the scenarios.
Proof: A photo of the two completed Scenario screens.
Helpful tips: Tips ahoy in the DGG+ attached to issue 49, *and* the 'Best of 2000' book that came free with issue 51.

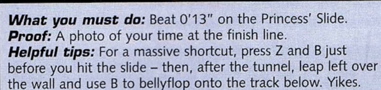


challenge C — Battle for Naboo

What you must do: Earn Gold Medals on all 18 levels – that includes the three secret missions.
Proof: A photo of the player select screen, showing how many medals you've collected.
Helpful tips: Why, there was a DGG+ free with **N64**/57.



challenge D — Super Mario 64



What you must do: Beat 0'13" on the Princess' Slide.
Proof: A photo of your time at the finish line.
Helpful tips: For a massive shortcut, press Z and B just before you hit the slide – then, after the tunnel, leap left over the wall and use B to bellyflop onto the track below. Yikes.

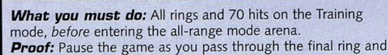


challenge E — Conker's Bad Fur Day

What you must do: Score 10 headshots against CPU-controlled Frenchies in the Beach multiplayer scenario.
Proof: A photo of the final stats screen, showing your score.
Helpful tips: No multiplayer tips as such, but try the walkthroughs in issues 54 and 55 for general advice.



challenge F — Lylat Wars



What you must do: All rings and 70 hits on the Training mode, *before* entering the all-range mode arena.
Proof: Pause the game as you pass through the final ring and take a photo.
Helpful tips: **N64**/8's free poster, or the DGG+ on issue 13.



challenge G — Quake II

What you must do: Beat 1'10" on Twists.
Proof: A photo of the stats screen, please, which pops up as soon as you finish the level.
Helpful tips: All manner of tips are to be found in **N64**/33.



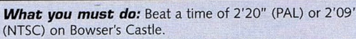
challenge H — Wave Race 64

What you must do: Beat a score of 66,000 on Stunt Mode at Dolphin Park.
Proof: A photo of the stats screen, showing your score.
Helpful tips: **N64**/2's your man, along with the torrent of tips featured in the DGG+ stuck to the front of issue 14.

challenge I — Ridge Racer 64

What you must do: Beat a race time of 1'10" on Ridge Racer Novice.
Proof: A photo of the records screen.
Helpful tips: Mark demonstrated the perfect Ridge Racer Novice lap in **N64**/41. Get to it!

challenge J — Mario Kart 64



What you must do: Beat a time of 2'20" (PAL) or 2'09" (NTSC) on Bowser's Castle.
Proof: A picture of the records screen, showing your time.
Helpful tips: Try the unnervingly helpful review in issue 4, the tips in issue 5, or the DGG+ attached to issue 13.



challenge K — Zelda: Majora's Mask

What you must do: Win the Fierce Deity's mask – by collecting all the other masks, then finishing the game.
Proof: An in-game photo, showing Link in Fierce Deity form (you'll need to be in a boss arena).
Helpful tips: A handy book on **N64**/50, and tips in issue 52.





challenge L — GoldenEye 007

What you must do: Survive the Cradle on 00 Agent difficulty for 15 minutes.
Proof: A photo of the Mission Complete screen, clearly showing your time.
Helpful tips: Tips in **N64**/10, plus the DGG+ from issue 12.



challenge M — Perfect Dark

What you must do: Unlock all the cheats. That's a grand total of 43 cheats for you to collect…
Proof: Photographs of all the cheat menus – six in all.
Helpful tips: Tips in issues 44, 45 and 46, and the book that came bundled with issue 46.





challenge N — Banjo-Tooie

What you must do: Collect all 90 jiggies.
Proof: A photo of the information contained in the game's pause screen.
Helpful tips: Everything you need to know is wrapped up in the book given away free with issue 55.



challenge O — Tony Hawk's Skateboarding

What you must do: Unlock Officer Dick by collecting all thirty tapes and winning every medal.
Proof: A photo of *Tony's* Character Select screen with Dick clearly visible.
Helpful tips: Alan fashioned a full guide in **N64**/42.





challenge P — Mario Tennis

What you must do: Complete the horrifyingly difficult Planet Cup with all 16 characters.
Proof: A photo of the Player Select screen showing the CPU difficulty as 'Intense' (unlocked after doing the challenge.)
Helpful tips: Check out Dr Kitts' DGG+, as seen on issue 48.





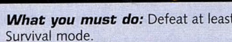
challenge Q — The World is Not Enough

What you must do: Finish the game on 00 Agent difficulty.
Proof: A photo of the multiplayer select screen, clearly showing 'Golden Gun Mode' (which is unlocked when you complete *TWINE* on 00 Agent).
Helpful tips: Tips in issue 50, plus the DGG+ with issue 52.





challenge R — WWF No Mercy



What you must do: Defeat at least 100 opponents in Survival mode.
Proof: A photo of the final stats screen, showing your wins.
Helpful tips: A splendid tips guide in issue 50, and the DGG+ taped to the cover of **N64**/52.



challenge S — Super Smash Bros

What you must do: Finish the game with a score of more than 1,000,000 points.
Proof: A photo of the Character Select screen – hold the glove over your character to display the high score.
Helpful tips: Issue 37's guide lays bare the scoring system.

challenge T — Excitebike 64

What you must do: Unlock *Excite-3D* – which is done by winning the final Challenge Pro championship.
Proof: A photo of the Special Tracks Select screen.
Helpful tips: Stuck to the front of issue 57 was a DGG+ overflowing with *Excitebike 64* tippery.



HALL OF FAME

PLATINUM Club
complete 14 challenges

No entries yet! Your name could be here...

GOLD Club
complete 10 challenges

Jamie Hobbs, *Thetford*	*D, E, F, J, K, L, M, N, P, S*

SILVER Club
complete 7 challenges

Arif Mollah, *Rochdale*	*C, D, J, K, L, M, Q*
Demot Ryan, *Co. Westmeath*	*E, F, K, L, M, N, S*
Chris Lowe, *Tyne & Wear*	*C, E, F, I, K, L, Q*
Joseph Murphy, *Co Cork*	*B, E, F, I, K, L, N, S, T*
Giorgio Venturino, *Turin*	*E, F, I, K, L, N, S*

BRONZE Club
complete 3 challenges or more

Chris Smith, *Leeds*	*E,P,R*
Michael Rose, *Holland*	*C,L,S*
Patrick King, *Norwich*	*C,P,R*
James Talbot-Hammond, *Nantwich*	*C,Q,R*
Janne Kaitila, *Edinburgh*	*C,N,S*
Thomas Barrett, *East Kilbride*	*N,P,S*
Nader Kohbodi, *Newport*	*E,L,S*
Andrew Duffy, *Ayrshire*	*C,K,S*
Peter Shrubsall, *Surrey*	*B,P,S*
Alex McIve, *Lanarkshire*	*G,R,S*
Mark Quayle, *Australia*	*C,H,L*
Luke Wilson, *Dublin*	*N,P,S*
David Cathrine, *London*	*L,R,S*
Michael Oakes, *Harpenden*	*E,L,T*
Tony Dunster, *Anglesey*	*B,P,S*
Guy Taylor, *Kingston-upon-Thames*	*C,L,S*
Gary Brawn, *Bromley*	*H,N,P*
James Firman, *St Albans*	*K,L,S*
The Nameless One, *Australia*	*C,N,R*
Damien Plumb, *Essex*	*L,N,O*
Alexander Davies, *Newport Pagnell*	*L,S,T*




Sunny Delight
Makes your mouth go mental

NGC's ultimate buying guide

DIRECTORY

The experts at NGC reveal the N64 games you should be splashing out on

NGC TOP 10 ACTION ADVENTURE GAMES

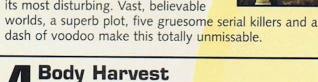
1 Legend of Zelda: Ocarina of Time
Nintendo • £50 • 98%
Simply the greatest game ever created on *any* format, *Ocarina of Time* is a game so full of majestic, jaw-dropping moments it'll probably bring you to tears. Absolute genius.



2 Legend of Zelda: Majora's Mask
Nintendo • £50 • 96%
Another supreme example of Nintendo at their greatest, *Majora's Mask* is rich and inventive with enough intricate puzzles and heart-rending moments to blow your brain clean open.

3 Shadowman
Acclaim • £40 • 93%
As black as the night, *Shadowman* is grisly adventuring at its most disturbing. Vast, believable worlds, a superb plot, five gruesome serial killers and a dash of voodoo make this totally unmissable.

4 Body Harvest
Infogrames • £20 • 91%
Crap-looking but ultra-playable shooter.



5 Resident Evil 2
Virgin • £40 • 90%
Super-scary, if short-lived, zombie finery.

6 Duke Nukem: Zero Hour
Infogrames • £40 • 90%
Violent, enjoyable third-person blasting.

7 Star Wars: Rogue Squadron
Nintendo • £40 • 85%
Tremendously good space combat fun.

8 Operation Winback
Virgin • £40 • 83%
Looks ropey, but this is top stealth action.

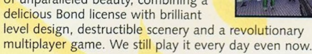
9 Hybrid Heaven
Konami • £40 • 83%
Niggly sci-fi RPG with ingenious battle system.

10 Star Wars: Battle for Naboo
THQ • £40 • 78%
Not perfect, but a tasty space shooter.

NGC TOP 10 SHOOT-'EM-UPS

1 Perfect Dark
Rare • £50 • 96%
Absolutely stunning *GoldenEye* sequel that offers unprecedented replay value thanks to reams of multiplayer options and a rock hard one-player mode. Buy it immediately or risk missing out on a classic.

2 GoldenEye 007
Rare • £30 • 94%
Four years on, this is still a work of unparalleled beauty, combining a delicious Bond license with brilliant level design, destructible scenery and a revolutionary multiplayer game. We still play it every day even now.



3 Turok
Acclaim • £30 • 91%
Screen-filling dinosaurs, ludicrous levels of bloody violence and some of the most staggering weapons this side of the H-Bomb, *Turok* still looks and plays like the sweeping classic it undoubtedly is.

4 Turok 2
Acclaim • £40 • 95%
Gorgeously playable, if flawed, dino-blaster.

5 Lylat Wars
Nintendo • £30 • 91%
Miyamoto-influenced space shoot-'em-up. Yum.

6 Jet Force Gemini
Rare • £40 • 93%
Ace looks, hectic blasting, guts all over the shop.

7 Quake II
Activision • £40 • 90%
Surprisingly ace multiplayer action. 'Chekkit'.

8 The World is Not Enough
EA • £40 • 88%
Annoying but enjoyably action-packed Bondage.

9 Rainbow Six
Take 2 • £40 • 87%
Short-lived but complex stealth-'em-up. Beaut.

10 Turok: Rage Wars
Acclaim • £40 • 87%
Deathmatch-based blasting that works a treat.

NGC TOP 10 BEAT-'EM-UPS

1 Super Smash Bros
Nintendo • £40 • 90%
Immaculate, beautifully playable, multi-platformed fighting game with Nintendo characters beating the living daylights out of each other. Nab three mates and it gets even better.

2 WWF No Mercy
THQ • £40 • 92%
The biggest and best rasslin' game ever made, improving on its predecessors by upping the pace, moves, options and violence. You can even scrap it out in the dressing rooms.

3 Fighters Destiny
Infogrames • £40 • 86%
Gorgeous animation, likeable characters (including a cow) and bone-shattering moves make this a worthy contender to the likes of *Tekken*. Go forth, kick people, and crush skulls.

4 WWF Wrestlemania 2000
THQ • £40 • 90%
Playable, comprehensive, fat-man fighting.

5 WWF Attitude
Acclaim • £40 • 88%
Hi-res, combo-led ring sting. Get amongst it.

6 Mortal Kombat 4
Infogrames • £40 • 84%
Rip off someone's leg and beat 'em to death with it.

7 Xena: Warrior Princess
Titus • £40 • 81%
Surprisingly good four-player prang-'em-up.

8 Rakuga Kids
Konami • £40 • 80%
Weird but great 2D graffiti beat-'em-up.

9 Bio Freaks
Infogrames • £40 • 76%
Gorgeous and bloody, if a little shallow.

10 WCW/NWO Revenge
THQ • £40 • £75%
Shuffling, slow fighters, plenty of moves.



NGC TOP 10 PLATFORM GAMES



1 Super Mario 64
Nintendo • £30 • 96%
The sort of game that'll have you thanking your Mum she gave birth to you: a vast, magnificent spectacle, refined down to the most intricate detail, *Mario 64* is *still* breathtaking.



2 Donkey Kong 64
Rare • £60 (with Expansion Pak) • 93%
It's *Banjo-Kazooie+*, but who cares? An absolutely awesome platformer, combining massive exploration with eye-frazzling visuals and some likeable, if frightening, characters.



3 Rocket: Robot on Wheels
Ubi Soft • £40 • 88%
The most original, inventive, downright playable platformer you'll encounter in a long, long time, *Rocket* just gets better the more you play it. If you can find a copy, snap it up now.

4 Banjo-Kazooie
Rare • £40 • 92%
Rare's platform mastery strikes again. 'Wick'.

5 Mystical Ninja featuring Goemon
Konami • £40 • 90%
Sprawling, enjoyable, ker-razy adventure.

6 Conker's Bad Fur Day
Rare • £40 • 89%
Swearing, wazzing, platforming. What a combo.

7 Yoshi's Story
Nintendo • £40 • 86%
Not a lot of longevity, but superbly playable.

8 Banjo-Tooie
Rare • £45 • 81%
Old hat, but still huge and fabulously good fun.

9 Mischief Makers
Nintendo • £40 • 90%
Retro-tastic 2D level-hopping brilliance.

10 Glover
Hasbro • £40 • 83%
Sold all of two copies, but this is superbly odd.

NGC TOP 10 RACING GAMES



1 Mario Kart 64
Nintendo • £40 • 91%
A short-term, frustrating one-player mode sits in alongside simply one of the best multiplayer games *ever made*. If anyone tells you the SNES version is better, hit them hard in the face until they faint.



2 F-Zero X
Nintendo • £40 • 91%
The fastest racer on Earth and one of the most exhilarating four-player games money can buy, *F-Zero X* doesn't look much, but it's Nintendo genius at work once more. Belting.

3 Ridge Racer 64
Nintendo • £40 • 91%
Stunning compilation of the PlayStation games, topped off with some exclusive N64 extras, and a wealth of blistering motors. Worth buying for the time trial mode alone.

4 Diddy Kong Racing
Rare • £40 • 90%
A fantastic adventure-racer, but not quite *MK64*.

5 World Driver Championship
Midway • £40 • 91%
Rock hard but utterly superb. And *so* gorgeous.

6 Top Gear Rally 2
Kemco • £40 • 90%
Brilliant rally game with a random track generator.

7 V-Rally 99
Infogrames • £40 • 90%
Fast, furious, terrific rallying, but bleedin' frustrating.

8 Top Gear Rally
Boss • £40 • 86%
Looks dump, but this is quick, realistic racing action.

9 Wipeout 64
Psygnosis • £40 • 88%
Hard but rewarding *F-Zero* alternative. Great music.

10 Beetle Adventure Racing
EA • £40 • 81%
Tons of shortcuts make this a decent outside bet.

NGC TOP 10 SPORTS GAMES



1 ISS '98
Konami • £40 • 92%
Everything that makes football so wonderful squeezed into a cartridge smaller than a Predator boot, *ISS '98* is a majestic, nigh-on-flawless recreation of The Beautiful Game.

2 Mario Tennis
Nintendo • £40 • 91%
It's Mario, it's tennis, it's absolutely gobsmackingly ace. Like *Super Tennis* on the SNES before it, this is a supreme example of racket and ball that you simply cannot afford to go without.

3 Wave Race 64
Nintendo • £40 • 90%
It might be as old as the hills, but still nothing has managed to replicate the feeling of pelting across water at skin-melting speeds as well as *Wave Race*. An absolute joy, this still looks tip top too.

4 1080° Snowboarding
Nintendo • £40 • 89%
Takes a while to get into, but this is champion.

5 Mario Golf
Nintendo • £40 • 90%
Don't like golf? You will now – thwack!

6 Excitebike 64
Nintendo • £45 • 90%
Delicious handling, top tracks, plus a heap of extras.

7 F1 World Grand Prix
Nintendo • £40 • 93%
Astonishingly realistic and visually stunning.

8 Tony Hawk's Skateboarding
Activision • £40 • 86%
Remarkably playable bumpin' and grindin'.

9 International Track & Field 2000
Konami • £40 • 86%
Impressive update of classic button-basher.

10 Michael Owen's WLS 2000
THQ • £40 • 84%
Silky smooth, goal-drenched football game.



MISCELLANEOUS GAMES



1 Pilotwings 64
Nin. • £30 • 89%
Wonderfuly innovative flight sim. Remarkable for two reasons: you dictate want you want to do and where, and it's even better now than before.



2 Pokémon Stadium 2
Nin. • £50 • 90%
Battle all the *Red*, *Blue*, *Gold* and *Silver* Pokémon in ace 3D. Infinite replayability and a bundle of smart minigames.



3 Paper Mario
Nin. • £40 • 90%
A 'true' RPG – despite appearances – *Paper Mario* is relatively simple but huge and amusing, and as inventive and engrossing as any Big N game.



4 Blast Corps
Rare • £30 • 88%
Startlingly original and thoroughly enjoyable, everyone forgot about Rare's first N64 game. Our advice? Get yourself reacquainted.



5 Pokémon Puzzle League
Nin. • £40 • 89%
Top notch tile-matching Poképuzzler.



You write, we answer

MAILBOX

CONTACT US

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Text message: 07764 175921
Write: Mailbox @ NGC Magazine

STAR LETTER



'VERY CLEVER'

I'm sorry, guys, I just couldn't wait until the 24th September, so I went about solving your puzzle. Very clever, 'squaring up' the new logo – you obviously anticipated someone as sad as me trying to fit all those blocks together. But you left just enough hints for me to work out that the new name of the mag will be **NGC**! By the way, the new mag looks really good.
Matt Dillner, Shropshire

Nice work, sir – we had tons of readers writing to tell us they'd solved issue 59's visual conundrum, but you were the first. Give your brain a, er, pat on the back. **Ed**



TXTUS

Prod us a message on 07764 175921...

The nw Zlda lks rbsh!! frm rob xx

luv ur new lk.dont bover rplyng 2 this txt im off 2 bed. matt

im outside ninty show r u here?

r any of my msgs gttin thru?my fngrs hurt frm all the txtin. claire

ive got my gmcube on order frm Japan not cheap but worth it!!!

8oclock outside.is daz coming?

cant w8 4 smashbros!

maths lesson.bored

resi on gamecube!!! yesssssss!!!



If you can identify all of these Nintendo characters, you should get out more.

'PRINCE POO'

Just thought I'd point out a couple of *Super Smash Bros Melee* trophy characters that you didn't recognise in issue 58's Future Look. The little blue guy in the bottom-left corner is the Meta Knight, one of Kirby's enemies on the SNES. The odd grey fellow is Starman from *Earthbound*, and the kid in karate gear is the unfortunately-named Prince Poo from the same game.
Greg Lamb, via email

That's some top-quality retro knowledge there, Greg. And with a bully-enticing name such as that, it's hardly a wonder Prince Poo had to learn himself the ancient art of self-defence. **Ed**

'IDEAL CHOICE'

When they make the *Perfect Dark* movie, I think Kate Sanderson from BBC's Newsround would be the ideal choice to play Jo Dark. She looks so much like her!
John Kendall, via email

Not a bad likeness. And in an interview we read, Ms Sanderson revealed that her favourite item of clothing is 'a pair of leather trousers'. Are you listening, Rare? You could be onto a real winner here. **Ed**

'ALAN SMITH'

In response to the guy who said Mark looks like John Hannah – I disagree. In fact, I think he looks like the red-hot Leeds striker Alan Smith. Tell Greener to dye his hair blonde if in doubt.
M Turner, Fleetwood

I thought for a minute you meant Alan Smith, the former Crystal Palace manager, who, as we all know, looks like (stop right there – Libel Ed). **Ed**



Alan Smith, there. Not to be confused with Alan Titchmarsh or Alan Partridge. Not that any of them looks like Mark, mind.

BONUS LETTERS

'THE POKEBERRY'

My elder brother Charles found a description of a plant known as the 'Pokeberry' in the Chiltern Seeds Catalogue 2001. Although these berries are poisonous, I doubt Mark would notice if you garnished his salad with them.
Lawrence Craddock, Portsmouth

Best not show this to Shigsy – as the recreations of his garden in Pikmin demonstrate, he's developed an unhealthy obsession with plants. We don't want Zelda delayed because he's busy tending his hardy perennials. **Ed**





PHYTOLACCA – Phytolaccaceae. ***Pokeberry***
992 £1.20 P.acinosa. Hardy perennial with large, dense racemes of long-lasting, white flowers followed by shining, black berries. Good autumn colour of leaves. Useful for cutting. Plant is grown in India for its edible leaves. 5 ft.
992A £1.47 P.americana. For those who insist on English names, this offers a choice:- ***Pokeweed, Poke, Scoke, Pigeon Berry, Garget, Radish Plant, Red-Ink Plant*** – take your pick! Originating in Florida, this is a robust and vigorous plant, with a somewhat unpleasant odour, for the back of the border, with a large, poisonous, Parsnip-like root and somewhat flabby leaves that turn purple in autumn. The long spikes of small, white flowers appear from May until frost, and are followed by poisonous, glossy black berries filled with crimson juice. For those with exceptionally strong stomachs, it would seem that in early spring the young shoots (without the roots!) are boiled twice and made into a concoction called "poke-salad". 3-10 ft. **HP.**

Milky milky! As a particularly unfunny comic used to say. Over and over again.

'CAFE ROMANI'

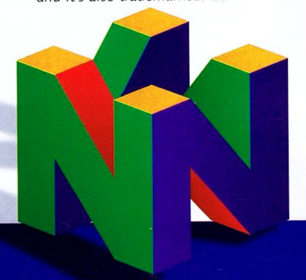
Whilst on my summer holidays in Majorca this year, I spotted a small restaurant called 'Café Romani'. Times must be hard on the farm in *Majora's Mask* if the Romani sisters are forced to branch out in this way. I did of course pop in and order a glass of milk, and certainly felt a shade more energetic after glugging it down.
Mitchell Whitehead, Kent

You wouldn't catch us drinking anything that's come out of a talking cow. Least of all milk. **Ed**

'REGISTERED TRADEMARK'

In the original Nintendo 64 manual I spotted a bit that said 'N-Cube' is a registered trademark of Nintendo Co Ltd. Bit premature, weren't they? I thought Nintendo Gamecube wasn't decided on as Project Dolphin's official name until some time last year?
V Dupont, Belgium

Well-spotted – but we can explain this one away pretty convincingly. The 'N-Cube' to which Nintendo are referring in that early manual isn't actually their sparkling new purple box at all – it's that multi-coloured cube-shaped Nintendo logo that's stamped on the front of your N64. Fact-fans might also be interested to know that the Gamecube logo has a name, too – 'G' – and it's also trademarked. **Ed**



I only traced the head and nothing else.
Brendan Audis, Bexhill-on-Sea

Still too much. **Ed**

My mate says *Majora's Mask* is coming out on PlayStation.
Kieran Alford, Chippenham.

Slap him. Hard. **Ed**

My friend in New-Biggin-by-the-Sea has a postcode starting NE64.
Alex Young, Fenham

Incredible. **Ed**

I didn't notice a wasp come anywhere near me!
Adam Piplica, Leeds

The wasp – master of stealth. **Ed**

I am busy calling the local police as we speak.
Patrick McElroy, Preston

A stinkin' grass, eh? **Ed**

My hands were aching from gripping the bar!
Marichelle Crick, Bristol

That's a nice image. **Ed**

Please don't print this.
Sean Kelly, Aberystwyth.

Too late. **Ed**

Everybody's just waiting around for Christmas.
Darren Bolton, via email

Except the turkeys. **Ed**

Why do you print such rubbish?
Jonny Sims, Warrington.

Because you sent it in? **Ed**

In Europe the fuel is much cheaper.
Graeme Nimmo, Inverclyde

Shocking. **Ed**

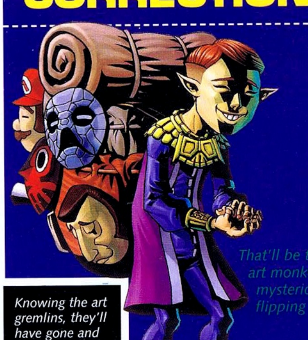
Indiana is popular, right?
Julian De Backer, Antwerp

Yes, but not as popular as Wisconsin. **Ed**

Why did Andrea have to go?
Bruce Vandeweyer, Belgium

Her hair glue ran out. **Ed**

CORRECTION CORNER



Knowing the art gremlins, they'll have gone and printed this one upside down.

That'll be the fault of the art monkeys and their mysterious screenshot-flipping ways. **Ed**

directory chart of Nintendo family members included Captain Falcon from *F-Zero*

Just be thankful it wasn't a picture of Falco of 'Rock Me Amadeus' fame. **Ed.**

We'll be using Andrea's stick on Steve's own little 'a' after this slip-up. **Ed**

And we made exactly the same mistake in last month's Planet GC. Hey, at least you can't say we're not consistent **Ed**

GRINTENDO

Win a game of your choice. All you have to do is tell us a Nintendo-related joke – and make us laugh. This month: **Carl Tudley from Worcester**

Tim and Greener enjoy a nice cup of coffee and chat about their favourite cake recipes…

…Greener tells Tim he has a joke he might like.



Why does everyone like Toad?

Confident it'll meet with approval, Greener spills the beans.

Because he's a fungi to be around!

Tim responds in the only way he sees fit.





UNSUCCESSFUL

HEARD IT BEFORE AND IT WASN'T FUNNY THE FIRST TIME.

Got a great Nintendo-related joke? Then write to us at Grintendo, Mailbox, **NGC** Magazine, 30 Monmouth Street, Bath, BA1 2BW or alternatively e-mail ngc@futurenet.co.uk putting **Grintendo** in the subject line.

'WATCH TV'

My dad has told me that I have to play my N64 upstairs on our portable TV, the reason being that he wants to watch TV downstairs in peace. I have enclosed a photo of my dad cheering next to the big telly.
James Chamberlain, Newark

And there he is! Rather smug about his victory over videogames, isn't he? Tell him to hand back control of the big TV, or we'll send Dr Kitts round on one of his infamous 'house calls'. **Ed**



'ALWAYS INTERESTED'

When I bought my new Game Boy Advance, my dog took an interest in it immediately. Now she likes it so much that when I'm not around, she guards my GBA for me!
Chris Wheeler, Crewe

Other readers please note: we asked for photos of household pets reading **NGC** *magazine, not half-hearted shots of handheld consoles gingerly placed next to sleepy dogs.* **Ed**

SO TELL ME THIS



1. When will you know what secret characters there are in Super Smash Bros Melee?
2. What will the Conker's Bad Fur Day sequel be called?
Richards Loake, via email

1. Not until we get to play the finished version in December and unlock all the secrets. As we're such hardcore gamers, expect that to be around 21 minutes after it lands in the office.
2. Rare have trademarked the names Grabbed by the Ghoulies and Conker's Other Bad Fur Day. So, one of those, we reckon.

1. Will any Gamecube games feature a 16:9 widescreen option?
2. Is there any chance of Dolby 5.1 Surround Sound?
Gavin Lane, Worthing

1. Yes. Eternal Darkness: Sanity's Requiem has a widescreen option for those of you with new-fangled enormo-televisions.
2. Again, yes. Although Gamecube doesn't specifically support it, Factor 5 have managed to pull off some ear-melting surround sound in Star Wars: Rogue Leader. Watch this space for further details…

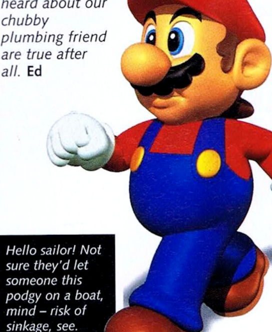
Whatever happened to Meowth's Party, the Pokémon demo shown at Spaceworld 2000?
Jesse Bescoby, Brighton

It was designed simply as a demonstration of Gamecube's graphical powers, not as an actual game. Expect The Big N to announce

'CHARACTER NAMES'

I decided to look up the definitions of a few Nintendo character names. I've found out that Kirby means 'a church', Zelda means 'woman warrior', Luigi means 'warrior', and – get this – Mario means 'sailor'.
Chris Murdock, Aberdeen

Interesting, that. Maybe all those rumours we've heard about our chubby plumbing friend are true after all. **Ed**



Hello sailor! Not sure they'd let someone this podgy on a boat, mind – risk of sinkage, see.

ZELDA RAGE

Since the new Zelda for Gamecube was unveiled at Spaceworld, our postbag has been laden with letters from readers both excited and devastated by the new look. Here's just a selection…

You've *got* to be joking. The old, more serious style was way better. *Zelda* is a classic RPG series that will be long remembered as a work of genius – please, Nintendo, give it the respect it deserves.
Arun Rao, Kings Lynn

It's a good thing! Only a company like Nintendo would be willing to make such a massive change to such a massive franchise. *Zelda GC* looks a hell of a lot of fun.
Josh Forrest, via email

I'm ready to slap Nintendo. I know that games depend on gameplay, not graphics, but I also believe realism is hugely important – and any chance of that has flown out of the cel-shaded window. Why change *Zelda*?
Brendan Finan, via email

I wish the new *Zelda* the best of luck. Mr Miyamoto doesn't want to betray gamers – he's trying to make something as unique as possible. The new look is genius! Shigsy has never failed us, has he?
Phil Treen, South Wales

What have Nintendo done? Has Shigsy gone mad? Link looks like a girl! The *Zelda* video at last year's Spaceworld made me extremely excited. Now I'm just very, *very* disappointed.
Jonathan Mace, Hampshire

I'm sure the new *Zelda* will be great. I was disappointed at first, but seeing the video a few times, the cel-shading grew on me. Here's to Christmas '02!
T Alinden, Ireland

I thought Nintendo were trying to reach a wider audience with more mature games – now *Zelda*, their most grown-up series, has been turned into a kiddy's game. Someone has to give Shigsy a right telling off and get him to change it.
Alex White, via email

After seeing the screens, I am now anxiously anticipating *Zelda GC* even more. The animation, the music, the sounds, the way that Link tiptoes behind that giant Moblin… everything it does just makes me itch for it. Some naysayers may complain, but for all *Zelda* fans it's a breath of fresh air.
Chris P, via email

Link has always been a proud fighter with a mysterious past – now he's an annoying little kid with giant eyes. Usually, I trust Shigsy, but this time I can't.
Eskil Vestre, Norway



their big plans for Pokémon on Gamecube by Christmas.

1. Will UK versions of Gamecube games work on a US Gamecube?
2. Will the lead supplied with an American GC plug into British TVs?
Lincoln Gaster, Eastbourne

1. No. But some clever peripheral manufacturer is bound to release a special disc soon after Gamecube's UK launch that'll make it possible.
2. Yes, and as long as you own a telly that accepts an import Gamecube's NTSC signals (most televisions made in the last couple of years do), the picture will be crystal clear.

1. Will GC demo discs be released?
2. What are the chances of an F-Zero X 2 for the purple wondermachine?
Alex Young, Fenham

1. Nintendo are reportedly considering it, but bearing in mind how secretive they are about games in the midst of development, it's unlikely. They might give the go-ahead for third-party developers to release demos, though.
2. Very high. We glimpsed a short video clip of an F-Zero-like racer at May's E3 show, but there's been no official announcement yet.

What is a Gamecube dev kit and what is it used for?
Joe Bonfiglio, via email

It's a super-expensive PC designed to run at exactly the same speed and power as Gamecube. Developers buy them from Nintendo and use them to write and test games without having to burn code to a GC disc every day.



GAMECUBE LAB



How does Gamecube work? We'll examine a new piece of the miracle machine in every issue. This month...

THE INTERFACE

Now that we've taken delivery of two – count 'em! – sparkly new Gamecubes, we're able to bring you in-depth details on how the splendid start-up menu works. See how a console maker best known for plug-and-play cartridges deals with a new world of discs, memory cards, built-in clocks and surround sound.

SOUND/SCREEN MENU

SOUNDING OFF

Nintendo have always avoided giving gamers too many confusing options – and this sparse menu is testament to that.

SOUND

Simply, stereo or mono – but even using mono on a cheap TV, much of Gamecube's sound and music is sucked straight off the disc, and is audibly clearer and crisper to the ear. Wise developers will add their own sound options – Wave Race, for example, offers mono, stereo, and three- and five-speaker surround sound, all in ear-treating Dolby Digital.



SCREEN

Not much going on over on this side of the cubular menu. Simply push left and right on the analogue stick to shift the Gamecube's display over, just in case your crazy television's gone and lopped off a slice of the screen.



SOFT RESET



Press B, X and Start for around two seconds in the middle of most games and the game will be reloaded – and, handily, in Nintendo games such as Luigi's Mansion, you won't have to sit through that spinning 'G' logo all over again.

MEMORY CARD MENU

MEMORY GAMES

Nintendo's bizarrely-named 'Memory Card 59' works just like the N64's own cards – but with a super-special eye-goggling menu.

MENU

Each game save is represented by a small transparent floating cube, complete with cute animation on one face. Usefully, a small slab of text reveals the date of the save game, or your progress so far, plus how many 'pages' of memory are used – Wave Race is the biggest muncher of memory so far, gobbling up 12 of the card's 59 pages. Fill up both Gamecube's slots and you can back-up or move saved games between the two cards.





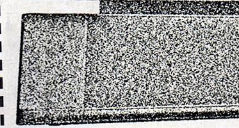
SPEED

The memory cards don't hang about – GC recognises there's a card probing its slot almost instantaneously, and it takes just a second or two to load and save.

IN-GAME SAVE

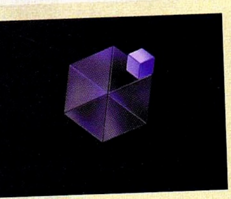
To avoid confusion, Gamecube titles don't ever send you to the memory card menu – instead, they either save invisibly to a single 'cube', or offer you three separate save games, just like on an N64 cart.

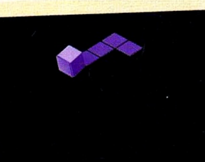


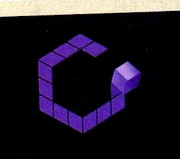


START-UP

Yes, we know – we've shown you this before. But Gamecube's intro sequence is so darn pretty, we thought you'd like a more detailed look.









HIDDEN SOUNDS

Bless Nintendo for their brilliant hidden trickery. Hold Z while the machine starts and the plinky-plonk orchestral sounds of the intro are replaced with the plinky-plonk sound of squeaky toys and giggling children. We haven't found a reason for it yet, but it's darn cool nonetheless.

DISC MENU

GIVE IT A SPIN

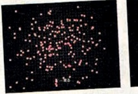
The top face of the cube-shaped menu deals with discs – previously uncharted territory for The Big N.

SUMMARY

With no disc inserted, you'll simply see a crimson spinning circle here. Plop a game in to be treated to a logo, the maker's name, and copyright info. Nice!



RUN GAME





Is your game inserted? Press A for a more detailed information screen, and a less-than-subtle bouncing 'PRESS START!' prompt. What text you see at the bottom is at the developer's discretion (in Wave Race's case it simply summarises the gameplay) but we reckon future GC titles will put this screen to more interesting uses – sub-games and fancy intros, we're hoping...

NO DISC

No boring 'Insert Game!' messages for Nintendo's new console – you're smacked in the peepers by this colossal red question mark instead. Cripes.

DISC PROTECT

Seen the way PS2 locks up if you eject a disc? Gamecube isn't so stupid. Press 'eject' mid-game and you're stiffly told to put the lid down – do so, and the game continues unruffled. Even if you remove or change the game, GC keeps track.

CLOCK MENU

Another first for a Nintendo console – a real-time clock that never sleeps, even when your Gamecube's switched off.

CUTE!



On this side of the menu, there's a dinky ticking analogue clock that reminds us of the countdown before BBC2 school programmes in the 1980s. No? Just us, then.

HOW IT WORKS

Thanks to a self-charging battery buried deep in the machine, the clock keeps perfect time for prolonged periods – although if you leave your GC to gather dust for more than a week or two, the battery will die, and you'll need to set the time and date again

CHANGE TIME

You can alter and check the date and time whenever you like – vital for games like Animal Forest +, where the game environment alters to match the real-world time.

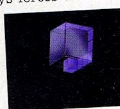
INTRO FIDDLING

MORPHING MENUS

Another slice of Nintendo trickery. Tops!



Holding the A button while the Gamecube introductory sequence plays forces the 'G' logo to start morphing immediately into the cubic menu – but release A and it'll start reverting back again, making for some interesting effects.













Q WHAT DOES MARIO'S BACKPACK DO IN MARIO SUNSHINE?

IDEAS FACTORY

OK, Mark, what does Mario's backpack do?
"I think Shigsy is working on something very different indeed. The demo footage seen so far indicates that there's a lot of emphasis on sunshine and heat. One memorable moment is when Mario, all hot and bothered, stops to mop his brow as he looks into the camera. The sun was also very important. Maybe it's gone mad and Mario has to keep cool by using shadows and the shower mounted above his head. And you'll also be able to shoot water downwards to use as a short-lived jetpack."

Geraint, what do you think?
"Right, this is another example of Shigsy's current fascination with gardening. I saw the big onion thing, and I reckon you'll have to water plants and things to make them grow, like the Magic Seeds in *Ocarina of Time*. The backpack can suck up water like Luigi's vacuum, which you can then spray out as a fine mist towards the sunlight. This, as you all know, will make a mini-rainbow. Which is why there are those odd rainbow-coloured things on the floor around the place. You may even be able to suck rainbows up and use them as weapons. And there'll also be this bit with badgers that–" *(er, that's quite enough of that – Ed).*

Alan, what's your take?
"*Mario Sunshine* is obviously a sort of mirror-image of the dark and gloomy *Luigi's Mansion*. Luigi can suck up all sorts of different things, and I imagine Mario's backpack will be capable of doing the same. In the demo, it looked as if the backpack was full of water, and there were lots of pools of water around, but that would be a pretty shallow concept. There'll be quite a lot of puzzle-solving involving different elements and uses of the backpack and the various things it can contain. The demo didn't show this, but I'd be amazed if you couldn't control the direction of the nozzle."

Tim, tell us about this backpack, then.
"Forget what these jokers say – it's all about collecting items from around the huge worlds. It looks like your backpack only has limited space, so you'll have to get rid of stuff you've collected from time to time. Quite where it'll all go is anyone's guess, but I'd be surprised if it isn't something like the ghost-to-painting convertor in *Luigi's Mansion*."

A directable nozzle above Mazza's head there and no mistake. Hmm…

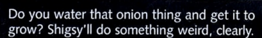


As for these little blighters, it's anyone's guess. They look friendly enough.









Do you water that onion thing and get it to grow? Shigsy'll do something weird, clearly.







NOW IT'S YOUR CHANCE!

Alright then, what do YOU reckon Mario's backpack is for? Drop us a line telling us your theories and we'll stick the best, or maybe just the craziest, in next month's Reader Forum. E-mail us at ngc@futurenet.co.uk now or, alternatively, get to us with snail mail at: Ideas Factory, ***NGC****, 30 Monmouth Street, Bath, BA1 2BW.*

LAST MONTH

IN IDEAS FACTORY WE ASKED YOU...

Q If you could design your dream Gamecube game, what would it be – and why?



Mind what you do with that tommy ato, son. Farming's never been such fun.

BLUE MOON

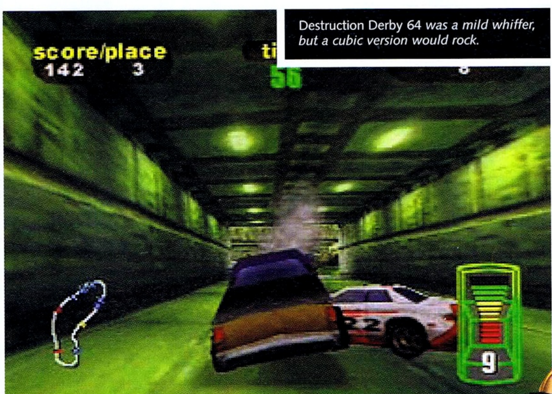
I'm a massive fan of the 'unique' farming sim series *Harvest Moon*. In fact, I'll even admit to buying the recent PlayStation version (ahem). Now that Shigsy's done things like *Animal Forest*, I can't see any reason why Nintendo shouldn't allow Natsume to develop a version for Gamecube. It could even use the SD cards to save extra data on. That way, you could design an entire farm from the ground up, then save it to the card and take it to your friend's house. Your animals could have their own individual features, which would depend on how well you've treated them. Your character could age too – and that would also depend on what kind of things you've been doing with your time. Sit around eating cakes all day and you'll end up a chubber, whereas if you spend all day tilling the land you'll be tanned, weather-beaten and lean. Nice, eh?
Simon Connelly, Peterborough

UNIQUE GAMBLING OPPORTUNITY

Anyone fancy a trip to Vegas? Games before have never been able to accurately capture the atmosphere of strolling into Binion's Horseshoe and calmly plonking your life savings on black at the roulette table. Gamecube's computing power should easily be capable of simulating the intelligence of your fellow gamblers, making them capable of making mistakes and getting excited when they're winning. It would be a proper updated version of the casino games on PlayStation and Game Boy. In terms of structure, it'd probably work like an RPG, with you choosing which games to play, how long for, what to eat and all that. Could be fun. Imagine the multiplayer possibilities! It'd be like *Mario Party* for disillusioned twenty-somethings.
Gemma Day, Northampton

MOVIE STAR

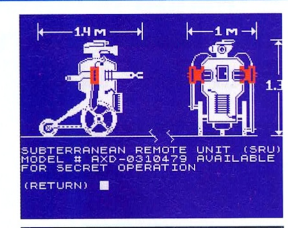
My top game would have to be something like *Driver*, *Destruction Derby* or that police chase game. Only this time, it'd be about setting up your own stunts for a movie – just like in *Stuntman* on the PS2. You could even recreate famous movie scenes, such as James Bond's chase through Paris in a Renault. It wouldn't just be a case of smashing about the place – you'd have to set things up and drive properly so you didn't get hurt. If you did accidentally injure yourself, there'd be nobody left to do the stunts, so the movie would go over budget and be late. There'd be a full replay mode, which you could save on to a memory card and proudly show to your mates.
Ben Simpson, Cardiff



Destruction Derby 64 was a mild whiffer, but a cubic version would rock.

JFG CUBED

Top of my list would have to be *Jet Force Gemini 2* on Gamecube. The pad is perfectly suited to moving one way and shooting another, and just imagine the graphical possibilities! You'd have to revisit locations like the SS Anubis, maybe to finish the job and sort out the Tribals once again. You'd have a lot more weapons and an enhanced targeting system with a helmet view like you get in *Metroid Prime*. The characters from the original were so good that Rare wouldn't need to come up with any new ones. They'd just need to shorten Vela's skirt a little bit and neuter that dog. Then it'd be a magic game!
Ricky Vengaboy, London



Hacker, from Activision. A very odd game indeed, but welcome on the Cube.

HACKER

Anyone remember a game called *Hacker* on the Spectrum? You accidentally stumble into a complicated computer system, and it becomes clear that baddies are up to no good and it's up to you to use your hacking skills to save the world. They'd have to produce a keyboard or mouse to work with it, which would be bundled with the game. Smart, eh?
Kevin Nash, Stoke

HITMAN

My, this game would be sweet! I can't imagine it getting past Nintendo, but it'd be a FPS like the PC one all about infiltrating buildings, making the hit in a clever way and then trying to escape unnoticed. You could set it in the future with some seriously unpleasant weaponry. Plenty of stealth, plenty of planning and lotsa gore!
David Brammell, Devon

Every month, we'll be revisiting classic N64 games with the people who made them. This month, Giles Goddard gives a unique programmers' insight into how the Greatest Game Ever was born.



A single hit is all it takes to dispose of Bowser when you meet him for the first time.



The final level sees Mario gliding on a magic carpet through a surreal rainbow city.





As you pan the camera to admire Mario's reflection, you notice the entrance to a hidden area on the left wall there. Clever, yes?

THE MAKING OF... MARIO

Nintendo's reputation as the games industry's most prolific innovator and greatest entertainer soared to new heights in 1996. *Super Mario 64* was a game unlike any other. Its daringly original structure and appearance were to inspire a new way of thinking among developers everywhere, and it remains arguably the most influential title since *Doom*.

But historical achievements aside, *Mario 64* is still a hundred times more rewarding, and more intuitively playable than its closest rival. Which begs the question: How do you create magic?

Designing the future

In an open-plan office the 15-strong team sat in a cluster of cubicles; artists and coders gravitating towards a central hub of designers. Programmer Giles Goddard recalls: "You could just stand up and shout at someone who was working on *Wave Race*, just away from someone working on *Mario 64*. Quite a good little set-up."

For the N64's first release, a Mario game was the natural choice. The team used customised Silicon Graphics Onyx and Indy computers to emulate the as-yet-unfinished N64, and the project

WHY MARIO 64 WAS A CLASSIC

Smooth as silk *We're all used to seeing smooth, pixel-free games these days, but before the N64 came along such things were not technically possible. While the PlayStation was much faster at pushing out polygons, the N64's custom hardware allowed for anti-aliasing and fluid textures.*

Acrobatics *The game saw Mario leaping around like he was made of rubber. "It's based on good physics, but you have bits on top that you plug in so you can do things you shouldn't be able to do," says Goddard. "That's where the excitement comes from."*

Links to the past *The characters and environments were familiar to any seasoned Mario fan. The EAD (Entertainment Analysis and Development) team always include references to past games, and even planned to add in a rideable Yoshi. Sadly they ran out of time.*

Perfect gameplay *Nintendo fine-tuned the game to perfection, with half the team working on development and the other half sitting down to play through the latest version. This meant that every tiny detail was honed until it played like a dream, creating Mario 64's unrivalled depth of gameplay.*

MAGIC MOMENT: IT'S-A-ME!

The stretchy-face intro screen came about almost by accident. "I had two ping-pong balls on the screen," said Goddard, "And Mr Miyamoto asked me if I could make a Mario face out of that for the N64. Mario 64 was one of the first games that let you play around before you'd even started, and I don't think it was written anywhere in the manual that you could actually play around with Mario's face. Another Nintendo secret!"



INTO THE FUNHOUSE

Rather than using a simple map as a means to select different levels, Mario 64's castle provided a unique central hub. "It was a novel way of doing it," agrees Goddard. "A lot of time went into designing it, but not much time actually implementing it – just three or four shapes plonked together at the end, really." The hub allowed players as much time as they needed to get used to controlling Mario before venturing out into the big bad world of the actual game, and provided a template for almost every 3D adventure that's come along since.



64 was Shigeru Miyamoto's priority among the four titles under development. "Three of those weren't high priority," reveals Goddard, "So he was 100 per cent *Mario 64*. He was always there,

Shigeru was always there, sitting down with a machine and playing with the demos.

sitting down with a machine and playing with the various demos."

The game evolved as the N64 hardware went through various revisions. For the first six months, before the controller was finalised, the team had to use the keyboard to move Mario around. Eventually they moved on to modified analogue pads from a rival console, along with around 100 different N64 prototypes. But surprisingly, after so much experimentation, not everybody was pleased with the result. Miyamoto, in particular, was unhappy with the C-buttons on the pad. Goddard says: "I remember talking to him a couple of years ago, and he said it would have been better to have two D-pads. It would have been a better balance to have the same configuration on the left and the right."

Fine tuning

The most important thing to get right was the way Mario moved. Before any levels had been created, Miyamoto had Mario wandering around a simple grid, with objects to pick up. "A lot of the animation was actually in there before any of the game," explains Goddard. "The Mario that he had running around basically looked the same as he did in the final version."

Being Nintendo's first in-house 3D project, even Miyamoto was unsure of the direction it should take in terms of gameplay. Recreating the classic Mario feel beyond the restrictions of flat sprites was a bewildering task. "Quite a few months were spent just playing around with different camera views, animations, and ways of looking at the map. At one point, the game had a fixed path, almost like an isometric type of game."

After settling on a free-roaming 3D game, controlling the camera became the next major headache for the team. Countless experimental camera systems were developed and discarded, as ex-*Starfox 2* programmer Takumi Kawagoe worked to perfect the Lakitu cam. The final revision came about when the team suddenly realised they might just

MAGIC MOMENT: STAIRMASTER

Until Mario collects 70 stars, the door to the final showdown with Bowser remains tantalisingly out of reach. No matter how quickly you run or how slowly you try to creep towards it, the staircase appears to be endless, even though you can always see the top. "This was simply returning you to an exact spot when you reached a certain point," reveals Goddard. "It just happens so fast."

With 70 stars collected and Bowser defeated, there are a further 50 (far more difficult) stars to locate before Mario can meet up with Yoshi on the castle roof.



BOWSER'S DOMAIN





While *Mario 64*'s main levels have a free-form design, allowing players to explore at their leisure, the three Bowser encounters are linear, 2D glimpses of what the entire game might have been if Miyamoto's first concept had stood. The 2D structure survived to force players into Bowser's lair. "You know you can't run off into a corner and find another exit," explains Goddard. "It might be tempting, but you've gotta meet that boss!"

UNDERWATER LOVE



Venturing into the water can be a chore in many games. Not so in Mario 64. "They spent a lot of time working on the swimming," says Goddard. "It's harder than running, to get the feeling right."

As you enter the water, the soundtrack changes with expert subtlety. "The guy who did the sound was very meticulous, very interested in having it change depending on where you are."



The sunken ship looms into view in one of the game's countless classic moments. "They didn't want you to avoid the water. They wanted to make it an advantage and fun to dive in."



Water textures were considered and quickly abandoned. "They tried overlays, but realised it would detract from the fun of the game," Goddard admits. "It looks nice, but it gets in the way."

I CAN SEE FOR MILES

Climb to the top of one of *Mario 64*'s levels and you have a spectacular view, with the game world stretched out to the horizon. How was this possible when games like *Turok* relied on heavy fogging to conceal pop-up? Goddard explains: "The reason *Mario* could do such expansive levels without fogging was partly by being quite compact, despite the impression they were big. *Turok*'s levels were very wide, while *Mario* was quite narrow and convoluted. On some maps there were places where you could swap between map shapes, giving an impression of a huge map while being split up into small sub-sections. There are very few places where you can see the entire map."

be treading on an arch-rival's toes. Goddard recalls: "Suddenly, halfway through the project, one of the people from downstairs came up and said: 'Do you realise Sega have the patent on being able to switch camera views?'" It was potentially devastating news, but actually proving an infringement of a software patent is notoriously difficult, and Nintendo went ahead with a modified, player-controllable Lakitu cam. "Half the patents that come out have been for techniques people have used for years," says Goddard. "The software patents just don't work."

A quiet revolution

As the game began to resemble a finished product, time was running out for the development team. Nintendo's future depended on *Mario 64* being ready to launch with the N64, so programmers and artists worked flat out to squeeze as many ideas and designs as possible into the code. Characters were dropped straight into the game as soon as they were built, and the relentless conveyor belt approach, coupled with the guidance of the ever-present Shigeru Miyamoto, ensured Super *Mario 64* was brimming with variety. At last, the game was ready to be unveiled.

At its first public outing at Nintendo's Shoshinkai show (now called Spaceworld), *Mario 64* was granted a rapturous reception. Critics proclaimed it a revolutionary advance in games development, but the team was not there to revel in the glory. "There was no exciting atmosphere," says Goddard, "Nintendo are very secretive. They don't like giving out too much info – and they don't like giving inside people access to the outside. Even now, you can't get internet access inside the building. They have their own set ways that work. There's no point changing them."

Miyamoto's genius and a punishing schedule had created the finest game of all time. Goddard went on to make *1080° Snowboarding*, but he points out that not all of the game's staff enjoyed such a bright future: "One of the programmers had quite a hard time of it, and two of them decided not to make games any more because of *Mario 64*. Not because they didn't enjoy it, but because they'd burned themselves out." NGC

LEVEL TOUR:
BOB-OMB'S BATTLEFIELD

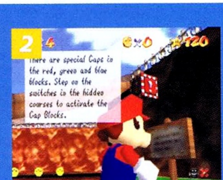
MAGIC MOMENT: DREAM ON

After collecting ten stars, Mario is free to enter a hidden area containing a switch to activate his winged cap. It's hidden in the roof of the castle lobby. Stare up at the ceiling and the world dissolves, throwing you into free flight among clouds seeded with coins. Unforgettable.





Bob-omb's battlefield was the first level to be created, and was completed with remarkable speed. Goddard says: "The 3D worlds formed quite quickly. It can't have been more than six to seven months before it was ready and working, with the enemies running around the map."



The game prompts you towards a particular goal each time you enter the level, but you're free to explore and collect any of the seven stars you might stumble across. Some of the most obscure ones can only be found after exploring everywhere. It's a totally non-linear experience.



Jumping on a Koopa's back reveals the game's hidden depths. The naked Koopa pops out, leaving its shell for Mario to use as an impromptu skateboard. There's no need to do this. It's just great fun, and useful training for later levels where good Koopa control is required to get certain stars.



The most difficult star in this level sits behind the ravenous Chain Chomp – a giant, snapping jaw in a black ball, otherwise known by the less threatening name Bow Wow. Like almost all of the characters, Chain Chomp/Bow Wow was dropped into the game at short notice.

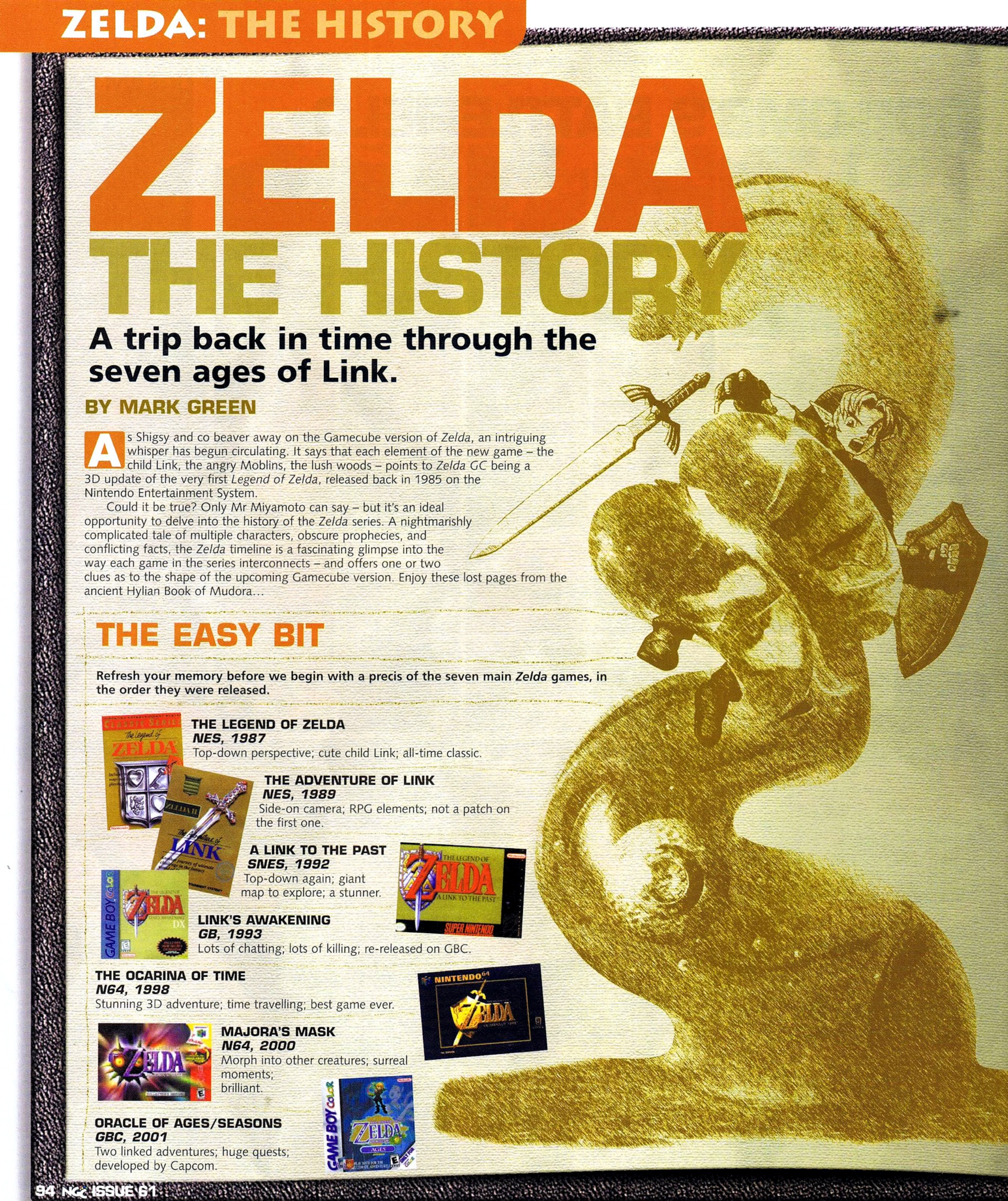


Climb up the side of the mountain, blast onto it via a cannon, use the hidden warp points, or grab a red cap and soar to the summit. Mario 64 allows players unrivalled freedom to complete simple tasks – relatively few stars have to be collected using just one precise method.



The battle with the Bob-omb King is simple, and shows Miyamoto's sense of humour. Chuck the royal explosive off the side of the mountain and he leaps back up to tick you off for fighting dirty. To beat him, you have to throw him three times onto solid ground. It's the Bob-omb law!





ZELDA THE HISTORY

A trip back in time through the seven ages of Link.

BY MARK GREEN

As Shigsy and co beaver away on the Gamecube version of *Zelda*, an intriguing whisper has begun circulating. It says that each element of the new game – the child Link, the angry Moblins, the lush woods – points to *Zelda GC* being a 3D update of the very first *Legend of Zelda*, released back in 1985 on the Nintendo Entertainment System.

Could it be true? Only Mr Miyamoto can say – but it's an ideal opportunity to delve into the history of the *Zelda* series. A nightmarishly complicated tale of multiple characters, obscure prophecies, and conflicting facts, the *Zelda* timeline is a fascinating glimpse into the way each game in the series interconnects – and offers one or two clues as to the shape of the upcoming Gamecube version. Enjoy these lost pages from the ancient Hylian Book of Mudora…

THE EASY BIT

Refresh your memory before we begin with a precis of the seven main *Zelda* games, in the order they were released.

THE LEGEND OF ZELDA
NES, 1987
Top-down perspective; cute child Link; all-time classic.

THE ADVENTURE OF LINK
NES, 1989
Side-on camera; RPG elements; not a patch on the first one.

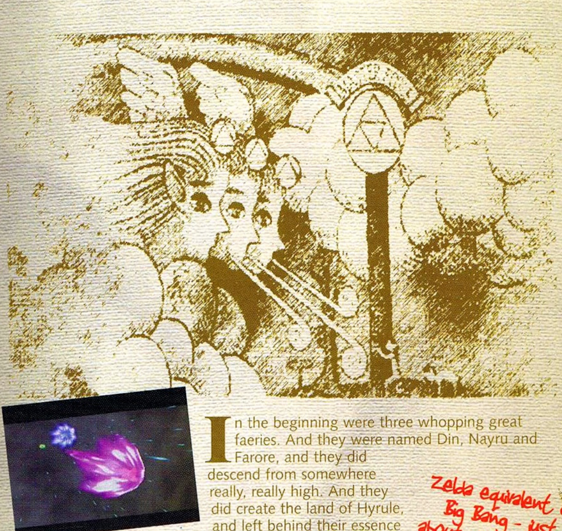
A LINK TO THE PAST
SNES, 1992
Top-down again; giant map to explore; a stunner.

LINK'S AWAKENING
GB, 1993
Lots of chatting; lots of killing; re-released on GBC.

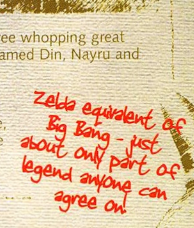
THE OCARINA OF TIME
N64, 1998
Stunning 3D adventure; time travelling; best game ever.

MAJORA'S MASK
N64, 2000
Morph into other creatures; surreal moments; brilliant.

ORACLE OF AGES/SEASONS
GBC, 2001
Two linked adventures; huge quests; developed by Capcom.

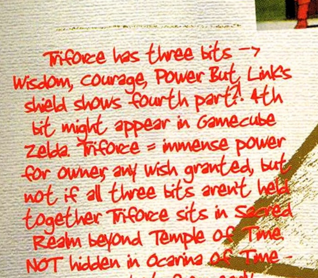


In the beginning were three whopping great faeries. And they were named Din, Nayru and Farore, and they did descend from somewhere really, really high. And they did create the land of Hyrule, and left behind their essence in the form of the mystical Triforce. And that was pretty clever stuff.

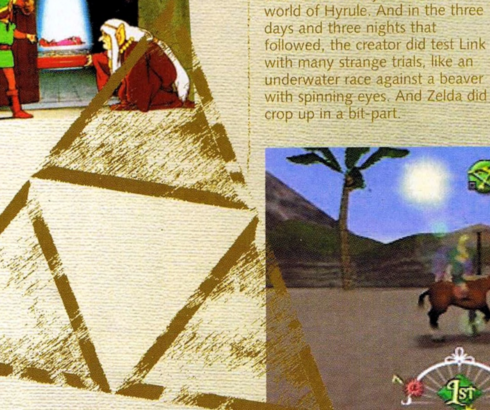


Zelda equivalent of Big Bang - just about only part of legend anyone can agree on!

And the Queen begat Princess Zelda the First, and she was a vision of loveliness. And Zelda was only to be around five minutes before a deep malaise did inflict her, and Hyrule did mourn.



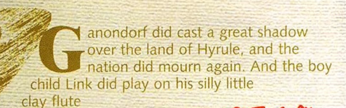
The original Zelda - first of many through history! Deep malaise = sleeping spell, Sleeping Beauty-style? Link rescues sleeping Zelda I later of Adventure of Link



Triforce has three bits → Wisdom, courage, Power. But Link's shield shows fourth part?! 4th bit might appear in Gamecube Zelda. Triforce = immense power for owner, any wish granted, but not if all three bits aren't held together. Triforce sits in Sacred Realm beyond Temple of Time. NOT hidden in Ocarina of Time - screenshot from early unfinished version.

Then a child named Link was born, and grew to boyhood amongst the elves in the forest named Kokiri, and he did fancy himself in tights and unflattering earrings. And in Hyrule Castle, a girl was born to the King and Queen, and was named Zelda the Second. And she did hold out for a hero 'til the end of the night.

First ever Link - grew up in Kokiri Forest not knowing destiny, cf Ocarina of Time opening cut scene. Second Zelda - Impa looks after her, Ganondorf is in castle as servant to King. Her dreams foretell events in Ocarina?



Ganondorf did cast a great shadow over the land of Hyrule, and the nation did mourn again. And the boy child Link did play on his silly little clay flute named The Ocarina Of Time and travel backwards and forwards in time like Marty McFly, and rescue the Seven Sages of Hyrule. And after Ganon did surprisingly turn into a massive pig, the Seven Sages did imprison him in A Dark Place for all eternity. They did hope.

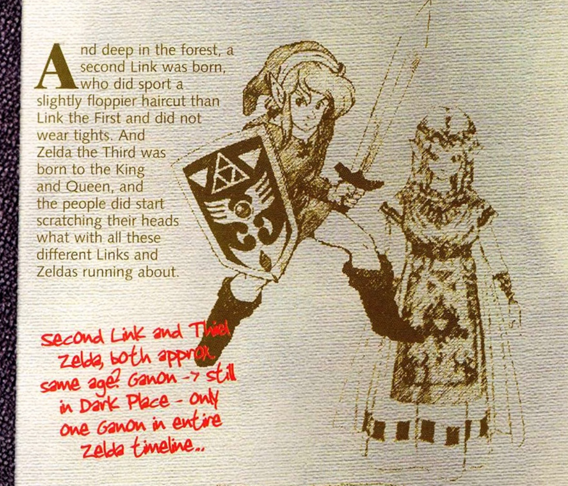
So Ocarina of Time on N64 is first in Zelda timeline. A Dark Place = The Dark World = Sacred Realm ruined by Ganon. Child Link now back living in Kokiri Forest?

And while Link journeyed on his trusty steed, a small child wearing a mask did steal the horse and the Ocarina of Time. And Link did give chase, and fall into a mysterious mirror world of Hyrule. And in the three days and three nights that followed, the creator did test Link with many strange trials, like an underwater race against a beaver with spinning eyes. And Zelda did crop up in a bit-part.



Link I and Zelda II - first meeting. Bless!

Majora's Mask on N64 - second adventure chronologically, Link I and Zelda II again. Mirror land = Termina. Last adventure for Link I/Zelda II - Triforce safe, both die natural causes?



And deep in the forest, a second Link was born, who did sport a slightly floppier haircut than Link the First and did not wear tights. And Zelda the Third was born to the King and Queen, and the people did start scratching their heads what with all these different Links and Zeldas running about.

Second Link and Third Zelda, both approx. same age? Ganon -> still in Dark Place - only one Ganon in entire Zelda timeline..

Help me...
Please help me...

Many plagues did descend on the land, and the nation mourned all over again. And Agahnim did appear, and cure Hyrule of the plagues to great rejoicing. But Agahnim did then usurp the King of Hyrule and kidnap Zelda, and do the evil bidding of his master, Ganon. And Link the Second did set off and give them both a right good hiding.



Events from A Link To The Past on SNES. Aghanim = Ganon's accomplice, appointed King's chief advisor after 'curing' Hyrule.



'predecessors of Link and Zelda' = proof Link II, Zelda III and Link To The Past come before NES Zelda.

And during Agahnim's time, the Uncle of Link was taken gravely ill. And with his dying breath, he did utter to his charge, "Zelda is your..." And many did wonder if Zelda was the sister of Link, just like in Star Wars.

No!! Translation issue. Original Japanese = "Zelda is your destiny" final word deleted for US/Europe. Why???



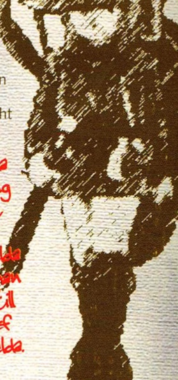


Though Ganon was destroyed, the Hyrulian people did worry that he may somehow return. And Link, tired of all the bad vibes, embarked on a long and fruitful voyage away from his homeland. But his ship did wreck, and he did pass out, and appear on the island of Koholint. And Link did set off on another adventure, to awake the mysterious Wind Fish. And then Link did himself awake, and the whole Koholint thing was a dream.

Link's Awakening on Game Boy/GBC. Link hears friend Marin's song once awake - and sees Wind Fish flying, so was it really all a dream??

Miyamoto - Zelda daddy!! Believes Link's Awakening fits anywhere in timeline, as didn't actually happen. BUT! manual - tells the tale of the hero of A Link To The Past - proves it's same Link as SNES adventure. Shigsy also thinks NES Zelda = 2nd instalment. Wrong?

And in the great peaks of Death Mountain, a hero named Link was gifted to Arn and Medila, and he did have the shortest skirt – sorry, tunic – of the lot. And Hyrule Castle did celebrate anew as the Queen did give birth to a daughter, who after months of thought she did name Zelda. And this new Zelda did often refuse to don regal dress and did prove to be a right little madam.



Link III, Zelda IV - last in long line, but first ones seen in games. This Zelda more feisty than before, but still kidnapped - of Legend of Zelda.

"Help me... My name is Zelda... I am in the castle dungeon."

The hated Ganon was reborn into Hyrule, and he did make off with Zelda and a piece of the sacred Triforce. And Link did rescue a trapped lady in the forest, who was the pig-ugly Impa, who did urge Link to rescue the princess. And the heroic elf did take up sword and shield and retrieve Zelda and two pieces of the Triforce, and did teach Ganon another lesson in pain.

Finally - original Legend of Zelda on NES fits here!! One part of Triforce -> split into eight parts by Zelda, of Zelda intro Ganon reborn? -> all destroyed monsters travel to 'Evil Jar' and able to climb out?

And at 16 years of age, young Link did develop a triangle-shaped mark on his hand. And on hearing of this, Impa revealed to him Princess Zelda, who was cursed to sleep forever unless the third Triforce piece was recovered. And the young elf did sigh aloud and set off *again*, to the Valley of Death, and did unite the Triforce and wake the slumbering princess.



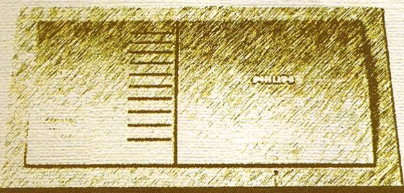
Events from Adventure of Link on NES, follows straight on same Link (thief) - but different Zelda = very first princess cursed before Ocarina of Time. Where's Zelda IV??





Adventure of Link 1989 -> side-on perspective! Unpopular with Zelda fans.. Link To The Past reverts to birds-eye view. Parallels with new GC version???

Link did embark on another adventure, and duly did find himself banged up by evildoers. And this time Zelda did set out to rescue *him*. And this bog-standard adventure did cause much wailing and gnashing of teeth amongst the disciples of *Zelda*, and was hastily forgotten.



Nintendo agreement with Philips -> Zelda's Adventure on Philips CD-i console.. photo-realistic environments, RPG elements - awful. Which Link and Zelda star??



Link right or left-handed? Sword = right hand in most games - but ambidextrous in NES Zelda?? Gamecube version = left hand, annoys purists!

And even as the dust of Ganon was carried away on the wind, young Link did find himself in the midst of two new quests. And these did concern Link suddenly stumbling on the supposedly well-hidden Triforce, and travelling back and forth in time once more, and rescuing twin Oracles. And upon this, *Zelda* historians did throw their hands up and wail, "Where are these games supposed to fit in?", and they did weep.



Reference to Oracle of Ages and Seasons on GBC. Link owns Epona so post Majora's Mask?? Characters from Ocarina of Time also - but entirely new worlds = confusion. Capcom fault?!







And Link begat Link, who begat Link, Link and Link, who begat Link. And Zelda begat Zelda, Zelda and Zelda, who begat Zelda, who in turn begat... yes, Zelda. And each Link and Zelda did embark on many a perilous adventure, which in turn was recorded on parchment and in moving images. And these adventures did mess up the timeline good and proper.

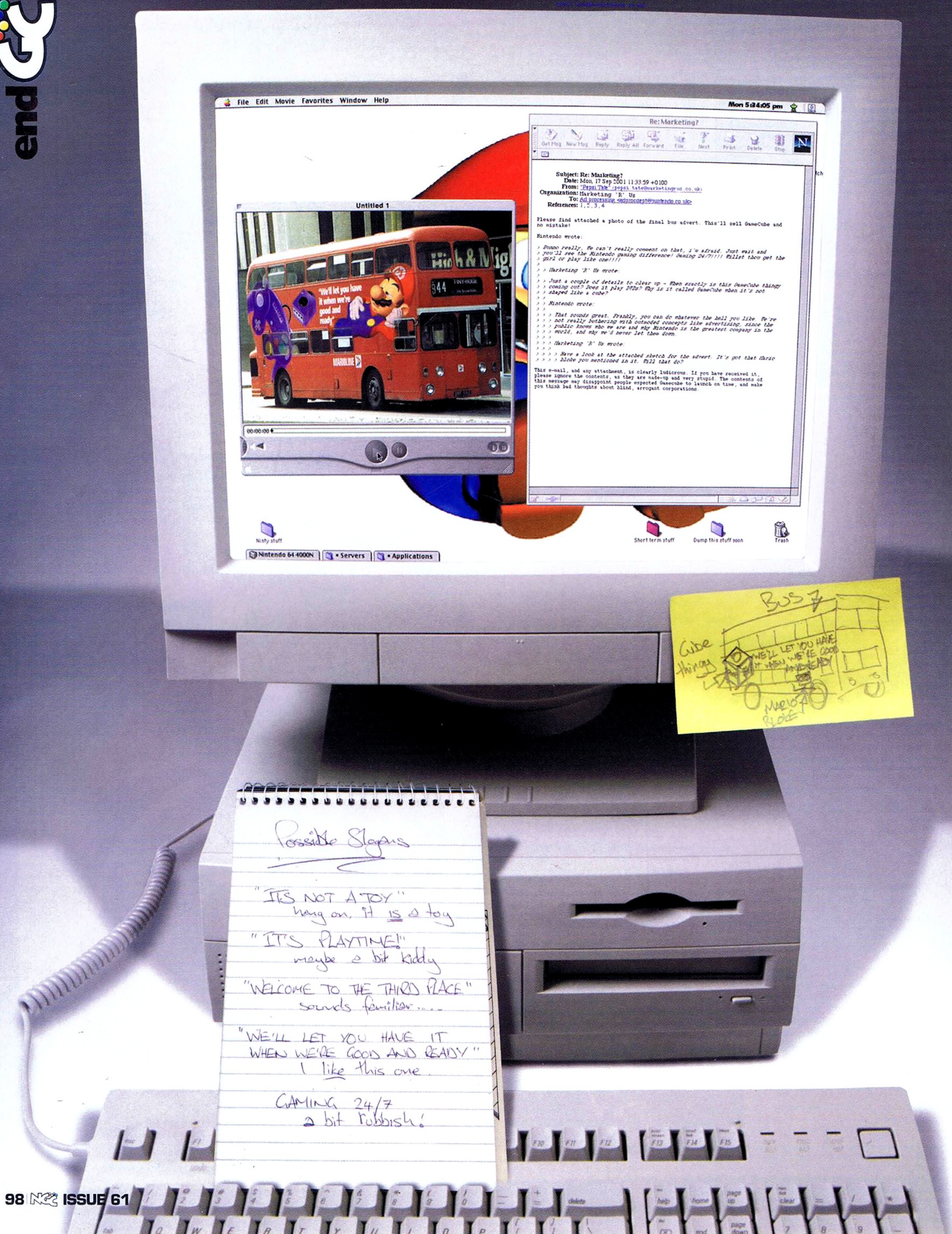






Further adventures in comics, cartoon series (EXCUSE ME, PRINCESS!!!), Captain N animation, etc. New Links and Zeldas, or previous? Perhaps never know!

end



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Date: Mon, 17 Sep 2001 11:33:59 +0100
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Organization: Marketing 'R' Us
To: Ad processing <adprocdept@nintendo.co.uk>
References: 1, 2, 3, 4
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Nintendo wrote:
> Dunno really. We can't really comment on that, i'm afraid. Just wait and
> you'll see the Nintendo gaming difference! Gaming 24/7!!!! Willst thou get the
> girl or play like one!!!!
> > Marketing 'R' Us wrote:
> > Just a couple of details to clear up - When exactly is this GameCube thingy
> > coming out? Does it play DVDs? Why is it called GameCube when it's not
> > shaped like a cube?
> > Nintendo wrote:
> > > That sounds great. Frankly, you can do whatever the hell you like. We're
> > > not really bothering with outmoded concepts like advertising, since the
> > > public knows who we are and why Nintendo is the greatest company in the
> > > world, and why we'd never let them down.
> > > Marketing 'R' Us wrote:
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> > > > bloke you mentioned in it. Will that do?
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Short term stuff
Dump this stuff soon
Trash
Nintendo 64 4000N
• Servers
• Applications
BUS 7
Cube thingy
WE'LL LET YOU HAVE IT WHEN WE'RE GOOD AND READY
MARIO BLOKE
Possible Slogans
"IT'S NOT A TOY"
hang on, it is a toy
"IT'S PLAYTIME!"
maybe a bit kiddy
"WELCOME TO THE THIRD PLACE"
sounds familiar....
"WE'LL LET YOU HAVE IT WHEN WE'RE GOOD AND READY"
I like this one.
GAMING 24/7
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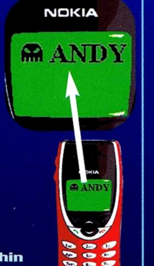
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Use any alpha-numeric telephone. It will be with you within 24hrs! Number of characters may be limited and fonts may vary.

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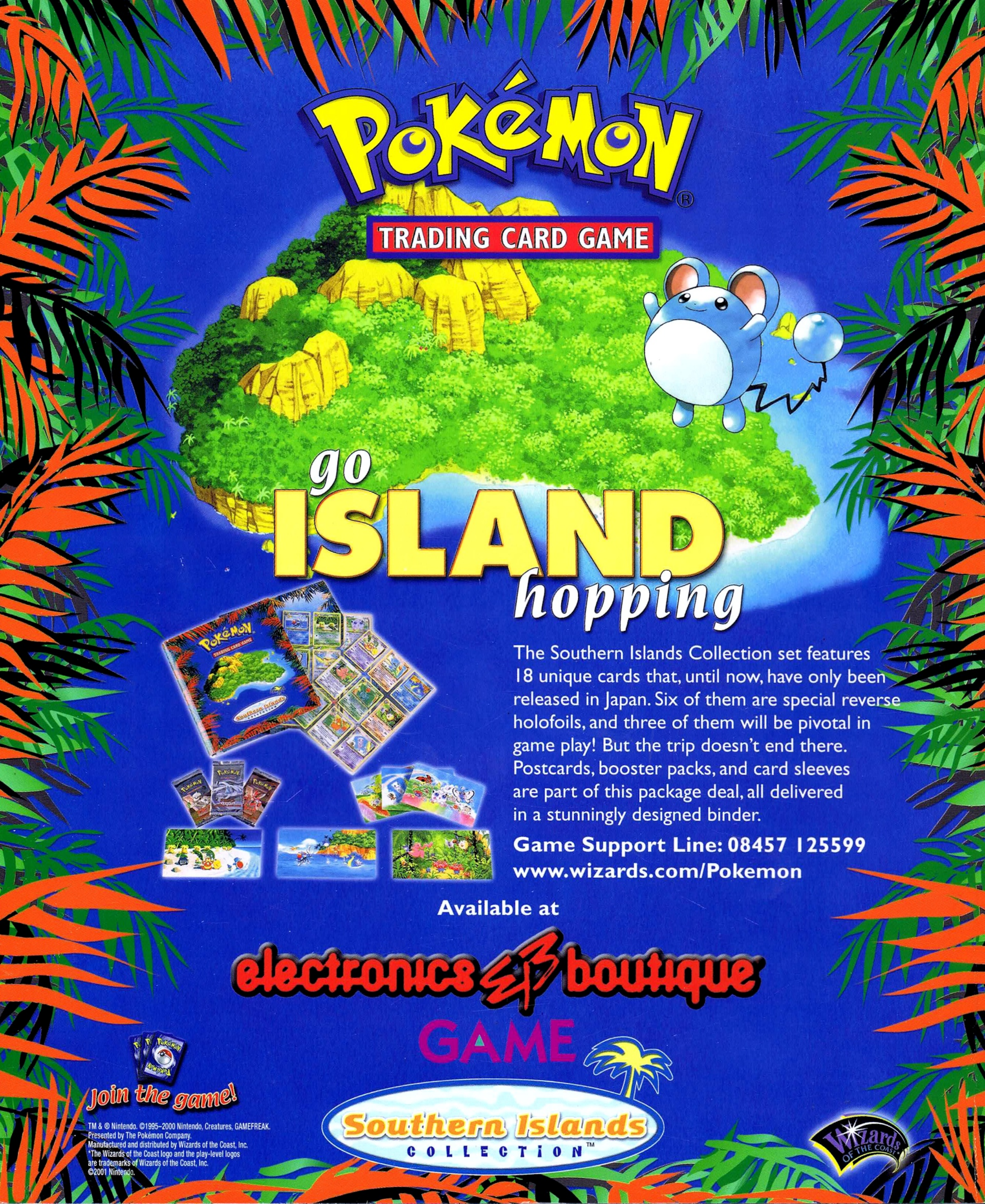
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